



PREVIEW THE NEW ZELDA GAMES!

NINTENDO POWER

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Heroic Strategies:

- Wily: Chrodder: The First Mage**
- Paper Mario (part 2)**
- Wag: Action**
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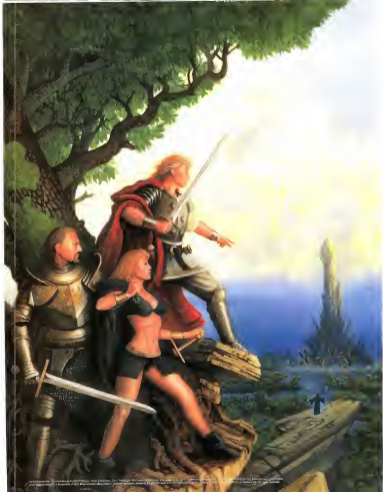
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When you find the Skull Kid on the clock tower's roof, shoot him with one of your bubble bullets. A direct hit will cause him to drop your ocarina!



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- Storyline written by Chris King, creator of the pen-and-paper game *DragonQuest*.
- Up to 13 characters to add to Aiden's party.



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POKÉMON STADIUM 2



Stadium Strategies 22



Experienced Pokémon Trainers know that the biggest challenge of a Pokémon battle is in selecting the right combination of combats. Our 14-page review of the super Stadium sequel, *Pokémon Stadium 2*, takes the guesswork out of developing a strategy for the Little Cup and the Hold Cup—strategies for 48 battles and an overview of the game!

Aidyn Insights 32



RPG fans rejoice! *Aidyn Chronicles: The First Magic* is an epic high role player with an amazing story, a spread of interesting characters, five classes of magic and more than 30 magic spells. Our 18-page *Aidyn Chronicles* expert's report all out entices you to see if you need to start here. Alwyn on his long journey.

Fast Friends 62



Mickey Mouse and his cartoon pals are gearing up for racing fun with Mickey's Speedway USA for Game Boy Color. Our look at the cross-country thriller gives you the ultimate strategy fare-up with tips on every track and hints for unlocking the game's secrets.

Creature Feature 68



Dream Creatures inside the world of Mega-Horror, a new Game Boy Color fantasy that has you guiding regular guy Tony Jones to his magical destiny. Our review of the game prepares you for the journey with Dream Creatures recommendations and magic strategies.

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POWER**

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PLAYER'S PULSE

Moo!



We were expecting a lot of letters on Nintendo Power's new look, but the sheer number still took us by surprise. One Monday morning, the Player's Pulse e-mail box had over 600 messages waiting to be read! Rest assured, we've read your comments and are taking them to heart. Read on for extended commentary on the new design choices.

RATING NOW PLAYING

I've seen the changes, and for the most part I have no complaints. It's good to change once in a while. The one I don't like is the Now Playing section. The idea of using stars is not good at all. Everything is too close in ratings. In the old Now Playing, you'd have a game with a rating of 39 and one of 8.3, but in the new system they'd both be a four!

*Raf Oliveira
Via the Internet*

10, but the new one ends at five. This causes ratings to be much less accurate. It's like trying to make a fine drawing with really thick crayons.

Hans Anderson

Via the Internet

The *Now Playing* redesign easily received the most letters, so we're going to take some time and try to address all of your concerns. To start out, you don't think the new system is less accurate, and here's why. In the old system, it was almost impossible for a game to get a perfect score. Even fabulous games like *Majora's Mask* or *Bayo-Toot* would get only nine-point-somebodies, and we felt that it was unfair to quality games. As for Richard's point about subtle differences, in our view there's not much difference between an 8.9 and a 9.2. By rating both games four stars, it more accurately describes our belief that both games are of high quality and worth a look.

Poisoned Puzzle Challenge got five stars. Is that the same as getting a 10? Does that mean it's the best game ever for GBC?

*Rich
Via the Internet*



Here's how the new system works. If you give a game five stars, it means we think it's one of the best games in that genre. So *PVC* is simply one of the best Game Boy puzzle games out there. Is it better than *Hyper: The Time Quest*, which got four stars? Not necessarily, because it is rated as

an action game, not a puzzle game. To help gamers see more, we've extended the reviewers' comments section and listed more of their favorite types of games. So if *Scooby* ditches a puzzle game, that means a lot because puzzles are her favorite type of game. We also try to stick the reviews—so if a new RPG comes out, we'll try to get in comments from Alan and Scott because they play a lot of RPGs and know the genre well. We won't always limit our commentary to reviewers who like that type of game, however. After all, other NP staffers might have played the game a lot or have something particularly insightful to say. In general, look for the reviewer whose taste most closely matches your own.

I'm concerned by changes to the *Now Playing* section. We



Your new rating system is much less accurate. If you're reviewing two basketball games and they both get four stars, you don't know which one to try. In the old system, game A might get an 8.9, while game B gets a 9.3. See what I'm getting at?

*Richard Garfield
Via the Internet*

The new rating system is terrible! The old system started at zero and ended at

LETTER OF THE MONTH

At the beginning of *Majora's Mask*, there's a tree that seems to be crying. And when you get the Mask of Scents from the Deku Butler he says, "My son has gone away." Well, at the end of the game you see the Deku Butler crying at the foot of the tree! Could the tree be his son?

**Mr. Crash
Via the Internet**

By jeez, you've got it! Zelda sources confirm that the tree is indeed the butler's son! Kudos to Mr. Crash, and huge kudos to the *Majora's Mask* designers for giving us a game full of wonderful secrets.



last, the categories like Game Design and Play Control. This information was valuable when deciding what game to buy. I don't care what score reviewers give a game, but I do want to know why a score is low, be it because of mediocre sound and graphics or frustrating play control.

Arenas
Via the Internet



Arenas wrote a great letter, and we're happy to address it. Our reviews still discuss graphics, play control and all other aspects of a game, but instead of analyzing a numerical score we discuss it in the text. Rest assured, if a game has a clunky control scheme, someone will mention it. If you look at the Mega Man 6 review from Volume 1st, you'll see that more than one person commented on the ony camera movement. As for what score reviewers give a game, nothing has actually changed in that regard. The old system relied on our opinions just as much as the new system does. Remember that we play

into games for a living—we are done with them every month and most of us play them in our spare time as a number of different systems. It's like movie reviews. You trust their opinion because they see hundreds of films every year, and they have a good idea of what works.

AND THE REST . . .

You guys have done a great job! The new look is great! I like how the Paper's Pulse has more letters. I like the Now Playing section and how games are being read. You guys should have more new looks in the future. Great job, Nintendo!

Anonymous
Via the Internet

I like that the comments in the Now Playing section were more lengthy. They added more about the game than they usually do. Oh, and I liked the background, too.

Claid Whitcotton
Lansdale, TX

I can't believe you took the Power Charts out. That's one of my favorite parts of the magazine!

Dan Foster
Via the Internet

Another change that prevented some mail was the loss of the Power Charts. Why'd you do it? Simple—they rarely changed. GoldenEye and Oceanic, while great games, had a core of dedicated fans who always kept them in the top three, while the Game Boy charts had slowly become the *Pokémon Charts*. Nintendo is heading into a period of change, and with Game Boy Advance and the Nintendo GameCube coming up, the charts threatened to become an

exercise in stagnation. We'll revisit the Power Charts once the new systems come out and see if they warrant a comeback.



One of the best changes to the Pokécenter. It looks sooooo awesome! And the picture border around Paper's Pulse is an amazing idea.

Atiku
Via the Internet

The changes to Classified Information were subtle but good, especially Code Cop. It's great to clear up rumors.

Mikael Kitzosian
Via the Internet

I like the new layout. It seems like everything is easier to find except Game Watch. It didn't tell me when the games would be released (spring, summer, fall, etc.).

Anonymous
Via the Internet

I just got my January issue of NP, and I noticed that the Arenas was missing. Where did it go? Did you forget to put it in or something? I just hope it was a mistake, because I really like the Arenas, and a lot of NP subscribers will probably agree with me.

Robert Ferr
Via the Internet

A lot of readers did agree with you, Robert, and sent so many

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letters about the status of their beloved Arena release. Well, for all the high-stakes jankies out there, take heart—the Arena isn't gone forever. While we did decide to eliminate it as a monthly section and give more room to appreciating games and strategy articles, we'll still have periodic Arena challenges in *Player's Place*. Check out the February 2001 issue for our newest Banjo-Toxic Arena challenge, and then send us your best scores!

Which the deal with the Online section? All it does is list websites we already knew were there. Why not bring in our favorite online chat guests? NP talks with Mike Foster. Game tips of the month from wisc NOKTaylor. And Travis . . . uh, I'm sure he's useful for something.

Tim Puczkowski

Via the Internet

Observant readers may notice that Mr. Puczkowski is bearing a letter printed for the second month in a row. We'd normally never do such a thing,

but his suggestion is a good one, it's timely and we felt that he should get the credit he so richly deserves. Look for just such information in Nintendo Online this month. As for your question on the website listings, we put them there because not all readers have every website bookmarked or memorized, and it is a good way to let them know what's out there. And a big thank-you to everyone else who wrote in with advice and opinions on our new look. Nintendo Power doesn't work without you!

PLAY BALL (OR PLAY NINTENDO)

Everyone in the USA says baseball is our favorite pastime. I'm with that. It's a great sport, but you have to admit that times have changed. Almost every kid has access to some type of electronic system, plays with it every day and loves it. So I say, vote Nintendo for America's favorite pastime!

Cameron McKeehan
Fairfax, TX

Sounds good to us! A great advantage to your plan is that Mario will never leave you for another game who offers him a multimillion dollar contract.



BUBBLE TROUBLE

My brothers are making me mad. They keep saying there was a game called Bubbles something. Please

tell me what it is.

Anonymous

Via the Internet

Well, if it was for a Nintendo system, it was either Bubble Bobble, Bubble Bobble Climax, Bubble Bobble II, Bubble Blast or Rainbow Island: The Story of Bubble Bobble. Many of these titles made appearances on both the Game Boy and the NES.



TOIL AND TROUBLE

I've got a Banjo-Toxic question. Why does Grunilda want to be so pretty? Why doesn't she just use a spell like a witch, after all?

Alex Mollard

Winterville, TN

Grunilda using magic to make herself pretty? No one is that powerful.

A RARE EVENT

During Social Studies, we were learning about Egyptian gods and goddesses. One name caught my eye: Sekhmet. Being an avid Jet Force Gemini fan, I recognized the name. Turns out that Sekhmet is the goddess of war who looks out for the sun god, Ra. She fights off enemies, her breath is the hot desert sand and she has the head of a lion! Is this weird or what?

Lisa Kelley

Asbury, MD

Good eye, Lisa. There are actually a number of Egyptian mythology references in

POWER CHART

This month you get a peek into the Nintendo Call Center. We get thousands of monthly calls from gamers wondering how to beat a level, find an item, or if they've missed anything special. Below you'll find the games our 900 and Power Line numbers received the most calls about in 2000.

YEAR 2000 STUMPERS

1. The Legend of Zelda: Ocarina of Time
2. The Legend of Zelda: Majora's Mask
3. Donkey Kong 64
4. Pokémon Red, Blue & Yellow
5. The Legend of Zelda: Link's Awakening
6. Pokémon Gold & Silver
7. Perfect Dark
8. The Legend of Zelda: A Link to the Past
9. Super Mario 64
10. Jet Force Gemini



YOU'RE A WINNER!

Nathan York of Kennewick, WA, an NP reader since 1997, got quite a surprise when he scored a Polaris snowmobile from the Player's Poll contest in issue 135. Nathan—who tells us his favorite Nintendo games are GoldenEye 007 and Pokémon Gold—is quite the natty dresser, as you can see from his sport coat ensemble. We assume he'll slip into something more comfortable when he hits the trails... like maybe a parka and ski mask!



JPG, including Avada, who was the jaded-headed god of the underworld.



WHAT'S MY NAME?

Here's an idea for you: Let's ask Pokémon players what nicknames they've given to their Pokémon. It would be great to see how creative they can be! My Laga bears the name "Steenslider."

Don Lewis
Portland, OR

Your wish is our command. Check out *Write Away, Right Away* for a wild all-encompassing nickname hunt!

IT'S THE END OF THE WORLD AS WE KNOW IT

I found something, NP KREW! In Majora's Mask, if you go to Roranai Ranch at night you can see two constellations. If you stand in

front of the barn and look up, you should be able to find Orion and the Big Dipper. This proves the dimensional connections posted at redsoxelsa.com!

Robert McCutchan
Via the Internet

By the way, you're right! It's a good thing that the search for The One was successful!



ARTWORK A-GO-GO

I wish to submit artwork, but I have no plans to print my originals. Do you accept electronic files? I know of your virus paranoia, but I don't want my address revealed.

Marcus
Via the Internet

We didn't know Marcus drew, but we'll answer the query to avoid a *Psyche* blast. We would prefer that you not send artwork over the Internet. It's difficult to watch file

type and resolutions, plus receiving huge graphics files every ten minutes would make our computers very, very unhappy. If you don't want your name or address revealed, simply attach a note to the art. We'll honor the request.



YOSHI'S DANCE FEVER

I noticed that in Yoshi's Story, when you first turn it on and it shows the story, it sounds like the Yoshis are saying, "Ooo, oh the airport," instead of "Ooo, wah, oh wah, ooo." And when you beat a level, it sounds like "Theater airport!" Just wondered if you knew that.

Anubis Hsu
Via email mail

Ooo, ahhhh, we love the airport. We love long lines and high prices and bad food... yuck!

THE DVD DILEMMA

I have a question about the Nintendo GameCube. Will the maze disc be big enough to play DVDs? Also, are any of you

gays married or dating or what?

Conner

Via the Internet

The Nintendo GameCube will not play DVDs. Conner, there are a number of reasons for it, but basically we wanted to make the best gaming system we could and not concentrate on a lot of extras that could malfunction and/or dilute the unit's game play potential. Think about this: if the Nintendo GameCube played DVDs, your parents would use it to watch old movies and you'd never get to play a game! As for your other, er, question—some of us are married, and some are straight angles. And then there are a few people who spend all their time playing video games and think their gay or bi.



Reader art provided by:

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Angie Rosemary Queen Hill, CA
Clara Douglas Denver, CO
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Wesley Early, Woodbridge, VA
Maha-Deviya Rajaratnam, TN
The Great Family Laundry, TN
Michael Jeffrey Gorenfeld, Woodbridge, VA
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Jordan Pinkston, Carrollton, GA
Joseph Rasmus, Berkeley, CA
Brenda Whitted, Lake Stevens, WA
Betsy Woodcock, Charlottesville, VA

WRITE AWAY, RIGHT AWAY

Don Lewis writes your Pokémon nicknames. An anonymous writer a few issues back mentioned having named the windmill guy from Ocarina "Bob." So what nicknames have you invented for your favorite characters? Funny, meaningful or just plain weird, we want to know. Send your responses to the address at the bottom of page nine.

ARTIST'S GALLERY

We've separated the wheat from the chaff at Artist's Gallery, and the result is a collection of Harvest Moon art that's sure to leave you smiling. Our next request is for an often overlooked theme: sports art! Send your most creative, bone-crunching pics to the address on the bottom of page nine—we'll publish the best of the best in our May issue.



Mike Kerkus • Pittsburgh, Pennsylvania



Aaron Blackum • Valparaiso, Nebraska



Bobby Mosler • Woodbridge, Virginia



Nady Brandy • Milwaukee, Wisconsin



Chad Robinson • Garland, Texas



Brian McGovern • Naperville, Illinois



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GAME WATCH

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DR. MARIO 64

THIS MONTH

Max Steel



Infinite Jest and the Island Machine



The Simpsons: Night of the Living Don House of Horror



Metroid Advance



Also this month:

Luigi
Animal Forest
Top Gun
Rocket Power
Dennis the Menace III
and more...

SONIC RACES TO GAME BOY ADVANCE

Gamers, hold onto your Controller. Sega Corporation in Japan has announced its official plans to release Game Boy Advance titles both in Japan and North America. Three Sega titles have been confirmed at the same: ChuChu Rocket, Puyo Puyo and Sonic the Hedgehog Advance. ChuChu Rocket is slated to be released in March along with the system launch in Japan. Puyo Puyo is set to be released in Japan this summer. Sonic the Hedgehog Advance will arrive with a simultaneous release in Japan and North America. When asked if Sega might create games for Nintendo GameCube, as well, a Nintendo spokesperson stated that a confidentiality agreement exists and Sega has received development tools for Nintendo GameCube. Sega, however, has not announced any titles for GCN at this time.

As for the games, ChuChu Rocket is a futuristic game of cat and mouse. Players try to herd their ChuChus (or space mice) into spaceships before the KupuKupu get them. It's fast and punting and the original ChuChu was designed to work as a network title. A version of Puyo Puyo actually appeared on the Super NES as Kirby's Avalanche in 1993. It's an action puzzle game that requires players to align colored pieces that fall from above. As for Sonic the Hedgehog Advance, all we know at this time is that the game features Sega's mascot character.

So what does this mean for gamers? In a nutshell, it means more quality games are on the way for Game Boy Advance. From the early '90s to today, Sega has produced numerous hits for their own consoles. Soast the Hedgehog, Virtua Fighter and dozens of other titles and licenses have been highly successful over the years. Sega's new emphasis on creating quality games for multiple platforms means that more gamers will get to play those games. After all these years, Nintendo Power is thrilled finally to have the chance to cover Sega's games. We look forward to working closely with Sega to bring our readers the best coverage possible.



MARIO MAKES A HOUSE CALL

In the fall of 1990, Mario received an honorary degree from the Virological Institute, donned a white coat and stethoscope and went to work eradicating viruses on the NES and Game Boy. Fortunately for serious puzzle fans, Dr. Mario wasn't entirely successful at wiping out the nasty games, and he's set to return this April to save the gaming world from a virulent plague that has struck the N64.

IS THERE A DOCTOR IN THE HOUSE?

If you've been feeling sick about the lack of new N64 games in general, and puzzles in particular, Dr. Mario has cooked up a cure that will have you back on top of the gaming world in no time. The N64



version of Dr. Mario features the same virus-eradicating action as previous outbreaks of the game. Prescribing powerful antiviral capsules, Dr. Mario gives you the tools to wipe out the infestation of multicolored viruses. If you stack four capsules of the same color, the entire stack will vanish, thus eliminating a potential cause of disease. Your job is to manipulate the capsules in such a way that they stack up on the proper viruses. If you let the stack reach the top of the basket, you'll lose the battle. Over time, the pace of the action picks up until it becomes truly feverish.

TAKE FOUR AND CALL US IN THE MORNING

In previous versions of Dr. Mario, two-player simultaneous matches were the limit. But in the N64 Dr. Mario, four personalities can conk on the cure of virally challenged baskets at the same time. As a multiplayer game, Dr. Mario becomes a furiously fast mix of capsule spinning and placement with players clamping extra capsules on their opponents. You don't even need multiple players, because the computer will take the place of any missing human physicians. These are



two-player matches, as well, and one-player vs. the computer matches. Cinema scenes link a series of matches when you play as Dr. Mario or Wario in the Story Mode. The Puzzle Mode starts you off with a basket full of many games in hard-to-remember patterns. In the Vs. Computer Mode, you can pick from 13 characters as you fight and open up more characters as you progress. You can even set the difficulty and speed of opponents to create handicaps so players of differing skill levels can play against each other.

JUST WHAT THE DOCTOR ORDERED

If you liked Pokémon Puzzle League, Tetris Attack or Tetris, you won't be adverse to the charms of Dr. Mario for the N64. It's colorful, fast, engaging and packed into an amazingly compact capsule of just 33 Megabits. You won't need any medical insurance to help pay the bill, either, because Dr. Mario has a suggested retail price of just \$29.99. Now, that should be easy to swallow.

INCREDIBLE! A DOCTOR THAT MAKES HOUSE CALLS?

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

PART MAN, PART METAL, ALL GAME BOY

Max Steel Covert Missions from Mame! Interactive and Torrus Games introduces the 3-D animated super



agent from the Kids' WB! to Game Boy Color with a classy platformer that makes

use of all of Max's N-tek probe-enhanced powers. Although you won't see the high-end graphics featured on the TV show, you will see the dangerous missions that lead Max into confrontations with the agents of the evil D.R.E.A.D. organization, which is committed to taking over the world in five years. You'll meet John Dread, Psycho, Alerto Kane and Vitriol while carrying out your missions. The missions send you off exploring mazes and battling D.R.E.A.D. operatives using weapons and Max's special powers. Mame! should have Max on duty and in crates by the end of March.



KEEPING UP WITH THE JONES

Indiana Jones and the Infernal Machine for Game Boy Color is a surprisingly faithful rendition of the N64 title from LucasArts. Scheduled for release by THQ later this spring, Indy has virtually all of the mazes and elements found in the N64 game. He searches through similar stages, pulling blocks, flicking his whip, reversing in time and collecting treasure and Health Kits. The three-quarters perspective is less detailed than the 3-D environments of the N64, but the game, like its predecessor, is packed with

puzzles, intrigue, combat and adventure. Indiana circles the globe in 15 stages to prevent the Soviets from gathering the pieces to create the Infernal Machine. Cinematic sequences help tell the story, and Hot Gen Studios, the developer of the game, has even managed to squeeze Indy's theme music into the 32-Megabit Game Pak. It's a truly ambitious project for GBC. THQ hopes to have Indy in your hands by April or May. Our look at an early version of Indy was cool enough to make us want much more.



A TITLE OF TERROR

THQ plans to release a game with such a long and horrifying title that consumers are sure to buy it just so they can blink in disbelief at *The Simpsons: Night of the Living Tree House of Horror* for Game Boy Color. If these same consumers manage to swallow their fears long enough to plug in the Game Pak, they'll

lead a flashy *Simpsons* platformer in which they can play as Bart, Homer, Marge, Lisa and Maggie Simpson in six wacky levels. What's happening to the Simpsons? Their souls have been plucked at the bottom of the Tree of Terror while their bodies are in Bart's treehouse above. Players must gather items and counter the

evil plans of Mr. Burns, who has become a vampire, and the citizens of Springfield, who turn into zombies. Somehow it will help the Simpsons' souls reunite with their bodies. Popular characters including Principal Skinner, Moe and Krusty also appear in the Halloween-themed game. With weirdness like that, who needs TV?



PROPER ADVANCES

This month's gallery is filled with more glittering graphics from the Game Boy Advance development teams at Nintendo Co. Ltd. We're concentrating on *Mario Advance* (still a tentative title) and *F-Zero Advance*—two of the Japanese launch titles that are likely to be among the first games released this summer when Game Boy Advance arrives in North America. We've also thrown in a few extra shots of Game Boy Wars *Advance*, a strategy war game that may also cross the Pacific some time soon.



Golden Sun Advance



Game Boy Wars Advance



Game Boy Wars Advance



F-Zero Advance



Mario Advance GBA

ONE HUGE ADVANCE IN GAMING TECHNOLOGY.

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

LUFIA RETURNS

The day will soon dawn when RPG fans awake to discover that Nintendo's long-simmered epic, *Lufia: The Legend Returns* for Game Boy Color, is calling their names. The legend began in 1993 when Taito released *Lufia II: The Fortress of Dooms* for the Super NES. It grew stronger three years later when *Lufia II: The Rise of the Sinistrals* appeared. For five years the legend has slept, but now it is arising. Nintendo is just completing the English translation and hopes to release the game this spring. NP's exclusive screen shots from Nintendo show highly detailed graphics of overworld and interior areas of the game. The battle system, said to be similar to the system used in *Lufia II*, allows you to use weapons, spells, items or your shield. As for the story, 500 years have passed since Dooms Island sank into the



Lufia: The Legend Returns

waves, and 12 heroes have appeared in the land to combat the growing darkness—among them are a Warrior, a Magician, a Priestess, a Mage, a Robber, a Wanderer and an Idol. They head for the "Tower of Judgment" together, in quest of something that they don't understand. All will become clear one day soon. Awaken, dreamer, awaken!

TITUS PUSHES THE ENVELOPE

Welcome to *Top Gun*, where the best U.S. naval aviators learn to fly with the very finest pilots in the world. As one of the best of the best, you'll take to the air in your F-14 Tomcat, flying missions at Miramar. Titus' Game Boy Color title, although still in the early stages, takes a page from EA's Strike series when it comes to graphics. You'll use missiles, bombs and guns to attack targets on the ground and fulfill your mission requirements. Pilots will have to keep their eyes peeled or risk slamming into canyon

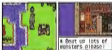


Top Gun

walls or running out of gas. Takeoffs and landings may be easy in the game, but you'll better bring along a good navigator to keep you on task.

DW III GALLERY

If you enjoyed seeing *Dragon Warrior I* and *II* on Game Boy Color, you'll love what's in store with *DW III*. Enix has provided Nintendo Power and you with the first screen shots of the upcoming RPG with translated English text. Enix also reports that *DW III* will feature a number of elements that weren't found in the original NES game, including larger, more detailed sprites, detailed castle and town images in the overworld, a cinematic prologue describing the story of Ortega, fully animated enemy and magic effects during combat, a detailed personality test to determine your character's class and course in the game, a monster medal collecting and trading feature that



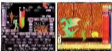
Dragon Warrior III

unlocks secrets and a new translation that captures the subtleties of the original Japanese text. And did we mention how nice it looks?

SEE VICKIE RUN

From the combat of 3DO's *Army Men* series of games to the action of *Portal Runner*, Vickie has come a long way in a short time. The green-haired wonder woman's new adventure places her in a side-scrolling platformer that mixes elements of *Tomb Raider* and *Castlevania*—

not a bad combination. Armed with a bow and arrow, a super jump and the occasional helping paw from a friendly lion, Vickie fearlessly enters castles, jungles, enchanted forests and spaceships, searching for a way home to save Sarge. The hoarding gurus at 3DO hope to make Vickie a gaming staple with the action series that debuts on Game Boy Color this spring.



Portal Runner

ADVANCE WARNING

With the Japanese launch of *Game Boy Advance* less than a month away, and with almost three million retail orders already booked, it seems as if *Game Boy Advance* will be off to the fastest start in video game system history. Nintendo Power has a couple of updates for you regarding the hot appparent to the handheld market. First, we need to make a correction to some information listed in the January bonus special. It seems that the battery life for GBA will be 15 hours instead of the reported 20 hours. Those pretty graphics come at a slightly higher energy cost than originally anticipated by Nintendo's engineers. And speaking of colors, Nintendo of America has confirmed that all three colors for GBA will appear in North America at launch. You'll find indigo, white and milky blue. *Game Boy Advances* warning for you on store shelves this summer.

THE WORD IS MORE BIRD AND OTHER NEWS

Not all is gloom and doom for N64 players seeking new experiences. Admission shared with Nintendo Power the exclusive news that *Tony Hawk* 4 is headed to the N64 late this summer. We'll have more from Activision and the Birdhouse ASAP.

GAME WATCH FORECAST



Commander Keen

In other news, TDK Mediactive has acquired the rights to create a Game Boy Color game based on the upcoming SKG movie, *Struck*. The list of new Game Boy Color titles in development doesn't stop there, either. Check out the following list: *Curious George's Adventures*, *Mary Kate & Ashley's Winner's Circle*, *Botman: Chaos in Gotham*, *Extreme Wheels*, *Looney Tunes: Dizzy's Candy Quest*, *Commander Keen*, *Ultimate Surfing*,



High Heat Major League Baseball 2002

Toy Story Racer, *Temka Raceway and The Land that Time Forgot*. To top things off, JDO has just announced that *High Heat Major League Baseball 2002* for GBC will be released this spring. Sounds like a good old game.

ANIMAL FOREST

As an extra treat for the readers this month, NP presents a new screen shot of *Animal Forest* from Nintendo in Japan. The beautiful N64 game is really more like an ongoing event than a game, although there are tasks that players must perform. Enjoy.



Animal Forest

Mario Party 2



Nintendo

The Legend of Zelda: Oracle of Seasons



Nintendo

Mary Kate and Ashley's Winner's Circle



Aurora

Toy Story Racer



Aurora

Botman: Chaos in Gotham



Uki Soft

Ultimate Surfing



Nintendo

WIPPERNOG 3-4

DL MARCH 14
MARCH 2002

TOBY MOVE 2

GAME BOY COLOR

ALIAS

ALONE IN THE DARK
ARMY HOWLING
BURNIN' CRISIS IN GOTHAM
COMMANDER KEEN
CRUSAIDERS OF NIGHT & MAGIC
CROSSING GIGOLET'S ADVENTURES
DORON'S BIG GAME
DORON'S WARRIOR IN
EDGECAST
EXTREME WHEELS
HAPPYFEEL STUNNING
HERCULES
HIGH HEAT MAJOR LEAGUE
BASEBALL 2002
HIMMELBUND AND THE
IMMORTAL KNIGHTS
HITTY'S TUG 'N' TUGGLE
THE LAND THAT TIME FORGOT
LOONEY TUNES: DIZZY'S
CANDY QUEST

LUPIA: THE LIVING STUNNING
MARY KATE & ASHLEY'S
WINNER'S CIRCLE
MAY STEEL: COVERLY MESSING
POWELL BURNING
POWELL POWER
RUBIN/ROSS
SMITH
THE EMPRESS HEART OF THE
LIVING THE HOUSE OF ROTTERDAM
T-104
TONGUE RACERWAY
TOP GUN
TOY STORY RACER
ULTIMATE SURFING
Y&P
THE WORLD IS NOT ENOUGH
ZELDA: ORACLE OF SEASONS
ZELDA: ORACLE OF AGES
ZELDA: ORACLE OF SHADOWS

GAME BOY ADVANCE

AFKAL AXES

BOMBERMAN 64000*
CAESARS PALACE
CASTLEVANIA: CRISIS OF AMON*
CHU CHU BOOBY
DASHWAGON JIM
P-18
P-CRUI ADVANCE*
REVEL IN AMERICAN TM
RILEY DANGER*
THE FLINTSTONES
FORTRESS
GAME BOY VIBES ADVANCE*
GOLDEN SUN*
GOLF MASTER*
HONEY SACING PARTY*
IRONMAN 5-0
JULY BLITZ
KIDU DIVER WILD-RIDE*
LAND RECORD TIME
LEVIN MACHIN 18
MELON 1001 IN TIME
MUSICAL VOYAGER*
MIA IN CEO*
MARIO ADVANCE*
MARIO GOLF ADVANCE*
MAN IN BLACK

HILL SEAGORGE

INDIANLAND FESTIVAL*
INDYCAR RUGBY*
MR. PAC-MAN ADVANCE
MARIO MAJOR ADVANCE
MAYPOLE*
MEL BLITZ 2002
MEL KITE
TWO-MAN ADVANCE
POTRICAL
PREDICT*
PUNISH
PETS PETO
RIGANT 2 BURNING ICEBERG
RIGANT 2
ROCKMAN GSP*
TERRY MAN*
SONIC THE HERO ADVANCE
STAR COMMUNICATOR*
TACTIC GARD*
TERRA ADVANCE
THEY THOUGHT IT TITING
TOP GAME 07*
TRAVEL AND THE
MUSICAL JEWEL*
WHO WAS BAKING*
* ANNOUNCED IN JAPAN

Norivales



Tate

Golden Sun



Nintendo



Online Chat Hosts Tell All

THESE DAYS, IT'S EASY TO FIND ANYONE willing to talk. But if you're looking for an interesting conversation, you're going to have to wait a while. In the world of Nintendo online, the wait is a little longer. In the past, Nintendo's online services have been limited to a few select titles, and the chat has been a simple, text-based affair. But now, with the launch of the new Nintendo Game Boy Advance online service, the chat has become a more sophisticated affair.

The new service allows you to chat with other players in real time, and it's a lot more fun than the old text-based chat. The new chat is also more secure, and it's a lot more fun than the old text-based chat. The new chat is also more secure, and it's a lot more fun than the old text-based chat. The new chat is also more secure, and it's a lot more fun than the old text-based chat.

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The thrill of Pokémon battling Pokémon returns to the N64 with the release of *Pokémon Stadium 2* from Nintendo. The original Stadium might have set sales records and wowed the Pokémon crowd, but *Pokémon Stadium 2* has even more Pokémon, more battles, new minigames and exciting new features such as the Pokémon Lab and Earl's Pokémon Academy. Step into the Stadium.

POKÉMON PREP

Pokémon aren't just cute, cuddly critters—they're proud, fierce and feisty. In *Pokémon Stadium 2*, you'll find the new Pokémon from *Pokémon Gold* and *Silver Versions* and the familiar Pokémon from the original Blue, Red and Yellow games. Using a Transfer Pak, which you can purchase separately, bring in your own specially trained Pokémon from any of those five games.

TYPE HYPE



Pokémon belong to certain categories called "types." A Pokémon's type determines how effective its attacks will be against other types of Pokémon.

ATTACKS & SNACKS



Rental Pokémon have special attacks. You should look for just the right combination of Pokémon and attacks. Useful items are available, too.

POKÉMON COMBAT CHART

YOUR ATTACK TYPE	OPPONENT'S POKÉMON TYPE																
	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	DRAGON	STEEL	FAIRY	UNKNOWN	ITEM
NORMAL	++	++	++	++	++	++	++	++	++	++	++	++	++	++	++	++	++
FIRE	++	++	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+
WATER	++	+	++	+	+	+	+	+	+	+	+	+	+	+	+	+	+
ELECTRIC	++	+	+	++	+	+	+	+	+	+	+	+	+	+	+	+	+
GRASS	++	+	+	+	++	+	+	+	+	+	+	+	+	+	+	+	+
ICE	++	+	+	+	+	++	+	+	+	+	+	+	+	+	+	+	+
POISON	++	+	+	+	+	+	++	+	+	+	+	+	+	+	+	+	+
GROUND	++	+	+	+	+	+	+	++	+	+	+	+	+	+	+	+	+
FLYING	++	+	+	+	+	+	+	+	++	+	+	+	+	+	+	+	+
PSYCHIC	++	+	+	+	+	+	+	+	+	++	+	+	+	+	+	+	+
BUG	++	+	+	+	+	+	+	+	+	+	++	+	+	+	+	+	+
ROCK	++	+	+	+	+	+	+	+	+	+	+	++	+	+	+	+	+
DRAGON	++	+	+	+	+	+	+	+	+	+	+	+	++	+	+	+	+
STEEL	++	+	+	+	+	+	+	+	+	+	+	+	+	++	+	+	+

COMBAT CHART KEY: Damage for + Attacker x2 Damage for = Attacker x1.5
 Damage for - Attacker x0.5 Damage for = Attacker x1
 SPECIAL ATTACKS: Attack type/Pokémon type/Effect x1.5

BATTLE BASICS

There are thousands of strategies for Pokémon battles. It's your job to pick the best team to match up against any combination that your opponent might use. When you're playing the Cups and Gym Leaders in Stadium 2, you'll learn which Pokémon you'll face, and that will give you an advantage in selecting teams.

DEFENSIVE MOVES



Defensive moves protect your Pokémon by raising their defense or agility stats or by lowering the attack or accuracy stats of opposing Pokémon.

SWITCHING OUT



When your opponent has an advantage, it's better to switch Pokémon than risk losing your current Pokémon. Bring in one that's a better match.

ATTACK MOVES



Pokémon use Physical attacks and special attacks. The attack stats indicate the relative strengths of regular attacks and Special attacks.

CRIPPLING ATTACKS



Some attacks can freeze, stun or paralyze an opponent, so it can't fight back. Other attacks keep inflicting damage turn after turn.

ITEMS



Opponents may hold items that power up certain types of attacks. You can give your Pokémon Berries that help restore status at HR.

RENT-A-POKéMON

Stadium 2 comes with built-in Rental Pokémon that you can use instead of inspiring your own. Create your team of Rental Pokémon based on the opponents that you'll face. As you progress in a tournament, write down all the Pokémon you encounter and look for Rentals that will match up well against them.

WHY BUY WHEN YOU CAN RENT?



Building a strong Rental team takes experimentation and patience. You'll soon find a Rental Team that rolls over the opposition.



RAISED POKéMON NR

Trainers always assemble the best teams, because raised Pokémon can have higher stats for Attack, Defense, Special Attack, Special Defense, Speed and HP than rentals. Raised Pokémon can have a better mix of attacks and moves, as well, making them more effective against more types of Pokémon. To create the ultimate team, however, you still need to know which Pokémon you'll face.

BUILD A BETTER POKéMON



Pokémon with dual attributes such as Water and Electric types match up best to against more opponents than single-attribute types. Give your Pokémon moves that complement each other such as Hydro Pump and Discharge.

#76 GOLEM

RAISED

LEV	HP	ATK	DEF	SPE	STA
32	140	70	70	70	70
33	150	75	75	75	75
34	160	80	80	80	80
35	170	85	85	85	85
36	180	90	90	90	90
37	190	95	95	95	95
38	200	100	100	100	100
39	210	105	105	105	105
40	220	110	110	110	110



#76 GOLEM

RENTAL

LEV	HP	ATK	DEF	SPE	STA
50	100	50	50	50	50
51	105	53	53	53	53
52	110	56	56	56	56
53	115	59	59	59	59
54	120	62	62	62	62
55	125	65	65	65	65
56	130	68	68	68	68
57	135	71	71	71	71
58	140	74	74	74	74
59	145	77	77	77	77
60	150	80	80	80	80



WHITE CITY

White City is where most of the action takes place in *Pokémon Stadium 2*. When you enter White City, you'll see a map of the town spread before you. Move the rotating Magneton cursor to select the Stadium, the Lab, the Academy, the Castle, or other areas. There's something for everybody in White City. Now it's time to take a quick tour through the home of *Pokémon* competition.

1. STADIUM

The Stadium is where you'll enter the Cup tournaments such as the Little Cup, Point Cup, Prime Cup and Challenge Cup. Each Cup is a test of your *Pokémon* Trainer skills.

LEVELS OF COMPETITION



In the Little Cup, you'll face *Pokémon* no greater than level 5. The Point Cup is for *Pokémon* between levels 10 and 55.



Each Cup or Ball has at least eight battles. You'll win extra lives by winning a battle without losing a single *Pokémon*.



2. POKÉMON LAB

Professor Oak helps you organize your *Pokémon* game, switching *Pokémon* between Game Paks and arranging items. You can even check out a cool 3-D *Pokédex* with *Pokémon* that you can rotate.

ORGANIZE YOUR PAK



So arrange your Game, reorder your *Pokémon*'s moves, move *Pokémon* between Game Paks and check out all your moves, items and *Pokémon*.

3. MY ROOM

What does your room look like in 3-D? Plug your Gold or Silver Game Pak into a Transfer Pak and head to the My Room Mode in White City. You'll see all your special gifts in the room.

GO TO YOUR ROOM



You can change decorations such as dolls, plants, posters and game consoles that you've collected through Mystery Gift.

4. GB TOWER

If you'd like to see the big picture when it comes to playing *Pokémon*, use a Transfer Pak and load your adventure into Stadium 2. When you go to the GB Tower, you can resume playing your game on the TV.

PLAY AT HOME



Pokémon Gold and Silver look even better on the big screen. The advantage is the same, but the view is easier on the eyes.

5. POKÉMON ACADEMY

The Academy is divided into two areas—the Classroom and the Library. In the Classroom, you can see lectures and take quizzes about *Pokémon* training. The Library holds reference data.

KNOWLEDGE IS POWER



The Library has six categories of interest to *Pokémon* Trainers. You can find complete stats, moves, matchups, items, contracts and Egg Groups.

6. FREE BATTLE

Enter the Stadium to compete against your friends or the computer in the Free Battle. Up to four players can join in, and you can decide which rules to use.

JUST FOUR FUN



Create your own tournament for four players. Use the rules from any Cup, or edit the rules to suit your taste. You can even play on teams.

7. MINIGAMES

The Minigame Mode was a hit on the first Pokémon Stadium, and the new minigames in Stadium 2 are guaranteed to win over even more fans. The games are one-player or multiplayer on-

GUSTY GOLBAT



Four Golbats fly and flutter as they chase a flock of birds. Catch as many birds as you can, and avoid the Maguwooshes and other Golbats.

FURRET'S FROLIC



Furret and friends are trying to hit the Pink Balls to score goals. The movement is simple, but the pace is frantic.

RAMPAGE ROLLOUT



Danphin is the star of the Rollout racing challenge. The race lasts a few laps, and obstacles help popping up to keep your rage rolling.

DELIBIRD'S DELIVERY



No matter whether to the package at the bottom of the screen and deliver them to the conveyor belt at the top for points.

TOPSY-TURVY



Hit on top puts a mirror spin on fighting games. The object is to knock your opponent out of the ring as often as you can.

BARRIER BALL



Imagine a four-sided Ping match. Hit Mine paddle multiple balls past its opponents while protecting its own goal.

STREAMING STAMPEDE



As various Pokémon stampede across the screen, four corner ants count only the chosen kind. Don't think as you might miss the winning number.

EGG EMERGENCY



As 100 Eggs fall from above, Charney must catch them in its pouch. If you catch a Voltara instead, be prepared for a shock.

CLEAR-CUT CHALLENGE



Prize and Scize compete to cut falling logs precisely on the white line. The closer your cut is to the line, the more points you'll score.

PICHU'S POWER PLANT



You'll get a charge out of Pichu's antics in the Power Plant. Face the electrodes and rapidly press the A or B button to charge up your Pichu.

TUMBLING TOGETHI



To get tumbling down a hillside get with gladders. Avoid the pits, lings and rocks and hit the arrows for boosts at speed.

EAGER Eevee



Eevee's take on musical games involves take moves and enjoying fruit. When the beat drops, race for the treats.

8. GYM LEADER CASTLE

Gym Leaders from Johto and Kanto await your arrival at the Gym Leader Castle. You'll face 38 battles with the crown of the Pokémon Trainer atop. If you defeat Lance at the top of the Johto Castle, you'll move on to face the Trainers from Kanto.

MORE MODES

BATTLE NOW!



You'll launch straight into a battle with a team that's chosen for you in the Battle Now! Mode. It's for impatient but skilled Trainers.

FIGHT TO THE TOP



Gyms may have as few as one Trainer and as many as five Trainers, and none of them are pushovers. You get to select a new team for every Gym!

The Battle Now! and Event Battle Modes round out the play choices for Stadium 2. One or two players can enter Battle Now! The Event Battle is for two players with mixed teams.

EVENT BATTLE



The Event Battle Mode is for two players who have entered their own teams into Game Paks One and Two.



MYSTERY GIFT

The Mystery Gift girl is available for Mystery Gift exchanges every day. You can get cool prizes to put in your room. Pokémon dolls, wall posters, items and even an N64 console are yours for the taking.

THE LITTLE CUP

Just because the Pokémon in the Little Cup are at level 5 doesn't mean that the tournament isn't a challenge. In fact, the Little Cup provides one of the best challenges in Pokémon Stadium 2. Trainers have virtually no margin for error. Power picks the top Rental team and strategies for winning, but you could do better by building your own team from scratch.



POKÉMON STATS CHART

The stats chart shows the attacks available for every Pokémon that you rent or that you face in the game. You'll also see your foe's HP, level and type and the team that it's holding.



LITTLE CUP

RECOMMENDED RENTAL POKÉMON

Phanpy and the powerful Earthquake move get a big workout while Wooper is there for variety. Machop's Vital Throw and Chinchou's dual Water and Electric abilities are central to your strategy. Spearow and Abra round out the team nicely.

#21 SPEAROW

LEVEL 5
HP 18

DRILL PECK
MIRROR MOVE
FLUTY ATTACK
PURSUIT

FLY
FLY
NORMAL
ORK



#63 ABRA

LEVEL 5
HP 18

PSYCHIC
FLASH
THIEF
ENCORE

PSY
NORMAL
ORK
NORMAL



#66 MACHOP

LEVEL 5
HP 22

VITAL THROW
SCARY FACE
ICE
FORESIGHT

FPS
NORMAL
DEFENSE
NORMAL



#170 CHINCHOU

LEVEL 5
HP 22

WATER GUN
SUPERSONIC
SPARK
FLAIL

WTR
NORMAL
ELEC
NORMAL



#194 WOOPER

LEVEL 5
HP 21

SURF
HAZE
DOD
MIST

WTR
ICE
DEF
ICE



#231 PHANPY

LEVEL 5
HP 24

EARTHQUAKE
GROWL
FLAIL
DEFENSE CURL

GRD
NORMAL
DEFENSE
NORMAL



BATTLE 1-YOUNGEST: BERNIE

#21 SPEAROW
LEVEL 5
HP 18
DRILL PECK
MIRROR MOVE
FLUTY ATTACK
PURSUIT

FLY
FLY
NORMAL
ORK

#170 CHINCHOU
LEVEL 5
HP 22
WATER GUN
SUPERSONIC
SPARK
FLAIL

WTR
NORMAL
ELEC
NORMAL

#63 ABRA
LEVEL 5
HP 18
PSYCHIC
FLASH
THIEF
ENCORE

PSY
NORMAL
ORK
NORMAL

#66 MACHOP
LEVEL 5
HP 22
VITAL THROW
SCARY FACE
ICE
FORESIGHT

FPS
NORMAL
DEFENSE
NORMAL

#231 PHANPY
LEVEL 5
HP 24
EARTHQUAKE
GROWL
FLAIL
DEFENSE CURL

GRD
NORMAL
DEFENSE
NORMAL

#170 CHINCHOU
LEVEL 5
HP 22
WATER GUN
SUPERSONIC
SPARK
FLAIL

WTR
NORMAL
ELEC
NORMAL

#21 SPEAROW
LEVEL 5
HP 18
DRILL PECK
MIRROR MOVE
FLUTY ATTACK
PURSUIT

FLY
FLY
NORMAL
ORK

#170 CHINCHOU
LEVEL 5
HP 22
WATER GUN
SUPERSONIC
SPARK
FLAIL

WTR
NORMAL
ELEC
NORMAL

#63 ABRA
LEVEL 5
HP 18
PSYCHIC
FLASH
THIEF
ENCORE

PSY
NORMAL
ORK
NORMAL

#66 MACHOP
LEVEL 5
HP 22
VITAL THROW
SCARY FACE
ICE
FORESIGHT

FPS
NORMAL
DEFENSE
NORMAL

#231 PHANPY
LEVEL 5
HP 24
EARTHQUAKE
GROWL
FLAIL
DEFENSE CURL

GRD
NORMAL
DEFENSE
NORMAL

#170 CHINCHOU
LEVEL 5
HP 22
WATER GUN
SUPERSONIC
SPARK
FLAIL

WTR
NORMAL
ELEC
NORMAL



Obviously, you'll want to lead with Machop in the second battle (he's the best Chinchou and Abra as backup).

Since you're raising a solid Water- and Flying-type, you'll have to be creative with special attacks. Tailor your team to the opposing Pokémon that show up most often. Every Pokémon counts.

#2 IVYSAUR

LEV. 50
HP 45

SOLAR BEAM
SUNNY DAY
FURY CUTTER
LEECH SEED



#6 CHARIZARD

LEV. 50
HP 156

FIRE PUNCH
SCARY FACE
WING ATTACK
GROWL



#64 KADABRA

LEV. 50
HP 125

PSYCHIC
KING'S ROCK
THUNDERPUNCH
REFLECT



#107 HITMONCHAN

LEV. 50
HP 133

MACH PUNCH
COMET PUNCH
STRETCH
ICE PUNCH



#200 MISOREAUS

LEV. 50
HP 145

SHADOW BALL
PAIN SPLIT
TAUNTER
PSYSHAVE



#208 STEELIX

LEV. 50
HP 153

IRON TAIL
SANDSTORM
MUD-SLAP
ROCK THROW



BATTLE 1-POK&FAN CARMEN

#125 PIKACHU	#126 RHYHORN	#127 TREEMURK
LEV. 15 HP 35 THUNDERBOLT THUNDER WAVE THUNDER THUNDERBOLT THUNDERBOLT THUNDERBOLT	LEV. 15 HP 35 ROCK BLAST ROCK BLAST ROCK BLAST ROCK BLAST ROCK BLAST ROCK BLAST	LEV. 15 HP 35 POUNCE POUNCE POUNCE POUNCE POUNCE POUNCE
#128 SANDSHREW	#129 TOGETARI	#130 MR. MIRIAM
LEV. 15 HP 35 SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER	LEV. 15 HP 35 MIGHTY KICK MIGHTY KICK MIGHTY KICK MIGHTY KICK MIGHTY KICK MIGHTY KICK	LEV. 15 HP 35 FLAME WHEEL FLAME WHEEL FLAME WHEEL FLAME WHEEL FLAME WHEEL FLAME WHEEL



Spells can handle most of the action. The eviler move she uses, Pokéball, won't do you much harm. Pikachu only use Double Team.

BATTLE 2-YOUNGSTER-WYATT

#128 SANDSHREW	#129 TOGETARI	#130 MR. MIRIAM
LEV. 15 HP 35 SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER	LEV. 15 HP 35 MIGHTY KICK MIGHTY KICK MIGHTY KICK MIGHTY KICK MIGHTY KICK MIGHTY KICK	LEV. 15 HP 35 FLAME WHEEL FLAME WHEEL FLAME WHEEL FLAME WHEEL FLAME WHEEL FLAME WHEEL
#131 BULBASAUR	#132 CYNTHIA	#133 GARDIA
LEV. 15 HP 35 SOLAR BEAM SOLAR BEAM SOLAR BEAM SOLAR BEAM SOLAR BEAM SOLAR BEAM	LEV. 15 HP 35 PSYCHIC PSYCHIC PSYCHIC PSYCHIC PSYCHIC PSYCHIC	LEV. 15 HP 35 THUNDERBOLT THUNDERBOLT THUNDERBOLT THUNDERBOLT THUNDERBOLT THUNDERBOLT



If Ditto shows up, switch Ivysaur then replace it with Charizard. Charizard will have no trouble with the other Bug and Grass types.

BATTLE 3-FIREBREATHER: CLIFF

#131 BULBASAUR	#132 CYNTHIA	#133 GARDIA
LEV. 15 HP 35 SOLAR BEAM SOLAR BEAM SOLAR BEAM SOLAR BEAM SOLAR BEAM SOLAR BEAM	LEV. 15 HP 35 PSYCHIC PSYCHIC PSYCHIC PSYCHIC PSYCHIC PSYCHIC	LEV. 15 HP 35 THUNDERBOLT THUNDERBOLT THUNDERBOLT THUNDERBOLT THUNDERBOLT THUNDERBOLT
#134 SANDSHREW	#135 RHYHORN	#136 TREEMURK
LEV. 15 HP 35 SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER	LEV. 15 HP 35 ROCK BLAST ROCK BLAST ROCK BLAST ROCK BLAST ROCK BLAST ROCK BLAST	LEV. 15 HP 35 POUNCE POUNCE POUNCE POUNCE POUNCE POUNCE



Fight fire with fire. Charizard can take advantage of Cliff's Pokémon using Sunny Day. Use Ivysaur's Solarbeam to root out Haze.

BATTLE 4-BIKER: DILLON

#131 BULBASAUR	#132 CYNTHIA	#133 GARDIA
LEV. 15 HP 35 SOLAR BEAM SOLAR BEAM SOLAR BEAM SOLAR BEAM SOLAR BEAM SOLAR BEAM	LEV. 15 HP 35 PSYCHIC PSYCHIC PSYCHIC PSYCHIC PSYCHIC PSYCHIC	LEV. 15 HP 35 THUNDERBOLT THUNDERBOLT THUNDERBOLT THUNDERBOLT THUNDERBOLT THUNDERBOLT
#134 SANDSHREW	#135 RHYHORN	#136 TREEMURK
LEV. 15 HP 35 SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER SANDSHOULDER	LEV. 15 HP 35 ROCK BLAST ROCK BLAST ROCK BLAST ROCK BLAST ROCK BLAST ROCK BLAST	LEV. 15 HP 35 POUNCE POUNCE POUNCE POUNCE POUNCE POUNCE



Kadabra is the weak here in this match, but Hitmonchan is good to bring in against the Normal-types and Stabok can stand against Ampharos.

You shouldn't have much trouble using the following Rental Team except in the seventh battle, Claude's Vaporeon is likely to take out two of your best Pokémon unless you're very lucky. There's no sure thing with Rentals.

#64 KADABRA

LEVEL 50
HP 125

PSYCHIC
KNEES
THUNDERPUNCH
ELECTRICITY
REFLECT

PSY
PSY
PSY



#75 GRAVELER

LEVEL 50
HP 142

EARTHQUAKE
SANDSTORM
ROLL-OUT
SELF-Destruct

GRD
ROCK
ROCK
NORM



#102 EXEGGCUTE

LEVEL 50
HP 150

PSYCHIC
LIFECH SWORD
GIGA DRAIN
STUN SPORE

PSY
GRS
GRS
GRS



#195 QUAGSIRE

LEVEL 50
HP 180

SURF
AERIALSIA
ICE
SLAM

WTR
PSY
GRD
NORM



#200 MISDREAVOUS

LEVEL 50
HP 145

SHADOW BALL
PAIN SPLIT
TRICK HOUSE
PSYRANGE

GHO
NORM
ELECTRICITY
PSY



#227 SKARMORY

LEVEL 50
HP 146

STEEL WING
AGILITY
FLY
FURY ATTACK

STL
PSY
FLY
NORM



BATTLE 1-BUG CATCHER: NELSON

#123 BEETLE

LEVEL 50
HP 100
THUNDERBOLT
FLAME
TACKLE
WING ATTACK
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 BUTTERFLY

LEVEL 50
HP 100
LUNAR DANCE
POISON
SUNNY DAY
SUNNY DAY
SUNNY DAY



#107 BEETLE

LEVEL 50
HP 100
LUNAR DANCE
POISON
SUNNY DAY
SUNNY DAY
SUNNY DAY



#104 SPINNY

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#124 FERACITY

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#127 PUNY

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



BATTLE 2-SWIMMER: BRUCE

#107 EGGING

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 WEATHER

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#104 QUACKER

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 MAGNETAR

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#100 FOTOSMILE

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 KRAMER

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



Skarmony gets the lead and can take on most of any of Nelson's Bug-type Pokémon. Heracory's Revenge move can throw off your plan.



Exeggcute's Grass-type attacks are ideally suited to tackle Bruce's team. Use Egg Drain to damage the enemy and Ice Beam Exeggcute's HP.

BATTLE 3-HIKER: CHESTER

#104 BULLFINCH

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#122 HOPMAN

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#125 HUSK

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 HIRAZYTE

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 HIRAZYTE

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 HIRAZYTE

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



BATTLE 4-SUPER NERD: CLIFFORD

#102 ARKHAM

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 BILACRE

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 GIMPY

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 BIFRETTING

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 CANTHANA

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



#102 MARYKAR

LEVEL 50
HP 100
SUNNY DAY
SUNNY DAY
SUNNY DAY
SUNNY DAY



Use Dig and Surf to overtake Chester. Exeggcute is a good landing Hitmontop may be the biggest problem. Use Leaf Storm then hit it with Surf.



Misdreavous leads off in the fourth battle. If a Water-type appears, switch to Exeggcute. Quagsire should take care of Marykar using Surf.

BATTLE 5-BEAUTY: ALISSA

#21 MILITARY	#10 FLATTERY	#23 PERSEID
LEVEL 10 TYPE FIGHT HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE	LEVEL 10 TYPE PSYCHIC HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE	LEVEL 10 TYPE PSYCHIC HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE



Misdravus might be able to get to Military using Pain Split, but watch out for the Shadow Ball. Skarmory using Fly also starts a chance to win.

BATTLE 6-BURGLAR: JENSEN

#17 THORNLAR	#22 DOORLAR	#20 MUGGLAR
LEVEL 10 TYPE DARK HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE	LEVEL 10 TYPE DARK HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE	LEVEL 10 TYPE DARK HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE



Begin with Draw It in Copy, Air Cannon, Discharge or Fly, but switch to Quagora if Giber appears. The Giberine is the equaler.

BATTLE 7-BOARDER: CLAUDE

#25 ARBID	#26 ARBID	#3 ARELAR
LEVEL 10 TYPE FIGHT HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE	LEVEL 10 TYPE FIGHT HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE	LEVEL 10 TYPE FIGHT HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE



Expect the toughest battle of the Cup. At least and Airviper are the toughest, but Misdravus's Thunder is your only hope, but it often misses.

BATTLE 8-PSYCHIC: MASON

#70 ANNASCENZA	#71 RYPPINZA	#72 ANASCENZA
LEVEL 10 TYPE PSYCHIC HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE	LEVEL 10 TYPE PSYCHIC HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE	LEVEL 10 TYPE PSYCHIC HP 100 ATTACK 100 DEFENSE 100 SP. ATTACK 100 SP. DEFENSE 100 STATUS NONE ITEM NONE



Misdravus gets the call against Hypernas and Kakaenas. Prince Kagoras can help Kakaenas. Arcaenas can't stand up to Quagora's Surf or Dig.



For the Master Ball, you'll need a team with extra punch. Unusual combinations of moves are often the key to victory. Poliwhirl has a Fighting move, Haunter boasts Giga Drain, and Quagsire uses Water- and Ground-type attacks.

#22 FEAROW

LEVEL 50
HP 150

DRILL PECK
TOXIC
HYPER BEAM
HYPERBURN



#62 POLIWRATH

LEVEL 50
HP 168

GYMNASIUM
MIND READER
HYDRO PUMP
DOUBLESLAP



#64 KADABRA

LEVEL 50
HP 125

PSYCHIC
ENVEIG
THUNDERPUNCH
REFLECT



#93 HAUNTER

LEVEL 50
HP 130

SHADOW BALL
DESTINY BOND
GIGA DRAIN
SPITE



#125 ELECTABUZZ

LEVEL 50
HP 146

THUNDERPUNCH
LEER
SCARY SCREAM
LIGHT SCREEN



#195 QUAGSIRE

LEVEL 50
HP 180

SURF
AERIAL ACE
SLAM
SLAM



BATTLE 1-POKÉFAN: CARMEN		
PERULESSAN LEVEL 50 HP 150 MUD SLAP HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA ADMAN LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN
FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN

BATTLE 2-YOUNGSTER: WYETT		
FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN
FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN



Your Rental squad shouldn't have much trouble here. Quagsire isn't a great match for Fearow, but Stone Slurp attacks should do the job.



Fearow is the main hero against Wyett. If Ormyra appears, get it to transform into Electabuzz, then attack it with Quagsire's Surf.

BATTLE 3-FIREFEATHER: CLIFF		
FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN
FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN

BATTLE 4-BIKER: DILLON		
FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN
FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN	FINA DREAM LEVEL 50 HP 150 HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN HYPERBURN



Quagsire gets the lead role against Cliff. The stone Fire-type can't stand up to Surf. Include Electabuzz and either Fearow or Kadabra.



Use Fearow in the lead slot. It can take an Earth Move and Bolt-Av if you get to a point with Kadabra and Quagsire. Fearow is one of your best wins.

classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

SPIDER-MAN™

THE WEBSLINGER RETURNS



Get ready for the second installment of secret codes for Spider-Man, straight from the good people at Activision to you. Simply enter them at the Cheat screen—which you can access from the Special menu—and watch the results. You can deck Spidey out in a variety of costumes or even open up a level select feature. Stan Lee would be proud of you.



If you want to fight crime as a black-and-red, Synthetic Spidey, use the password SYMSPID. You'll also receive unlimited webbing.

FUTURAMA

The series of the Spider-Man legend takes place in the distant future. To unlock the Spider 2099 costume, make your password SPTWOKNIN. All your attacks will cause double the damage.



CLOAKING TIME

A classic Spider-Man? IT'S 1930, and it's all yours! If you enter the password |M|T|E|F|D| in cheat menu, You'll unlock the Spidey Unlimited costume, which you can cloak by pressing the right C Button. Don't forget the space between "entire" and "ed".



AYE, AYE, CAPTAIN

During one of Spidey's adventures, a robotic ally named Captain Universe granted him extraordinary powers. Relive the glory days by typing in POWCOSMIC. The wicked cut'll fit don't doable damage, increases out of webbing and even makes you invulnerable.



IN A HURRY?

Crave chaos for no reason, and sometimes Spidey doesn't have time to make a full costume change. If your password is DTATWTFST, you'll see the Spidey mask on a sport coat-died Peter Parker. Since he lacks a utility belt, Quick Change Spidey can carry only two web cartridges.



CODE	RESULT
OA CLONE	UNLOCKS BEN RILEY COSTUME (NO SPECIAL POWERS)
MISTERMJ	UNLOCKS PETER PARKER COSTUME (HOLDS ONLY TWO WEB CARTRIDGES)
SPID INRED	UNLOCKS SCARLET SPIDEY COSTUME (NO SPECIAL POWERS)
LVLSKIPPER	UNLOCKS THE LEVEL-SKIP FUNCTION IN THE SPECIAL MENU

READY RUMBLE BOXING

CHEAP GOODS


 If you need to beef up your Ready a Rumble a boxer on the quick, we've got the code for you. First, go to the Train Bearer menu and scroll to a cheap item. Then scroll left or right to an item you can't afford and press the A Button just before the screen stops moving. If you do it right, you'll get the more expensive item at the lower price. It even allows you to get the 145,000 vitamins for a lousy 500 bones.



 If you can't find a black market for vitamins, cheating is a good alternative. Thanks to the reader who discovered the trick!



MERCY, MERCY ME

 If you're aren't satisfied with the wrestler selection in WWE: No Mercy, we have a surprise for you. If you press either left C or right C while highlighting certain wrestlers, a new character will pop up! Check out the chart below to see who you can nab.

HIGHLIGHT

TAP ◀ OR ▶ TO GET

TERRI

DEBRA

MAE YOUNG

FABULOUS MOOLAH

TAKA MICHINOKU

FUNAKI

IVORY


JACQUELINE

THE GODFATHER

THE GODFATHER

Stunt Racer 64

THESE MAY STUNT YOUR GROWTH

 Riding a skateboard around the Stunt Racer 64 might seem a bit, well, dangerous. And it is. But it's also a whole lot of fun if you're doing it in the privacy of your living room. We've got that code, along with a couple other ones. Oh, and if you want to earn a quick million dollars, type in B, Z, Z, B, Up, bottom C, Z and Start on the second Controller during a race.

SKATING ALONG

If you're thinking for the aforementioned skateboard, start a new career and name yourself **BLACKYB**. It will be added to your garage, but you'll have to win at least one race before you'll get to use it.



MILK IT

Another hidden vehicle is the powerful milk truck. To use the nice juice machine, enter your name as **MILKSD**. The same name apply about winning one race, but it's worth it—the milk truck and skateboard are two of the best rides in the game.



OUTTA SIGHT

Check your vision at the door. Start a race and press B, Left, Up, Right, Right, Right, A, Start, Start, Z, Right, A, Up, Z, bottom C and then Start on the second Controller. Would you've got really scary graphics.



TOP DOWN

To view your car, and the entire race, from the perspective of an unseen eagle, type in Up, Up, A, Left, A, A, and then A on the second Controller.



STAR WARS EPISODE I BATTLE for NABOO

THESE MIGHT JAR JAR YOUR MEMORY

It's taken weeks of trial and error, and a lot of frustrated gamers, but we've managed to track down codes for the excellent LucasArts title, *Star Wars: Episode I: Battle for Naboo*. If you remember previous *Star Wars* titles such as *Episode I: Racer* and *Rogue Squadron*, then you're aware that LucasArts has some of the best codes out there—they even put the Naboo Starfighter into *Rogue* before *Phantom Menace* was released! We haven't found any Episode II goodies yet, but rest assured we're working on it. Meanwhile, sit back, crank up the home stereo system and take out some Droids. Note that all passwords are entered at the Password section of the Options menu.



If you want a real challenge, try the code **NASTY MIXE**. The game will be tough, much harder.

SHIELDS UP

Droids are a handy foe to use when engaging in a nonstop dogfight. If you're looking to beef up your craft's defense, try the password **SHIELDKA**. You'll be rewarded with super-strong shields.



COLOR CODING

Find all of the same old blue-and-red colored ships? Make your day a little brighter with the password **BLASPH**. All your ships will be a pleasant shade of pink. Don't forget the question mark at the end.



YIPES!

And finally, why not take a peek at the people who made the fabulous game possible in the first place? **LOVEHUT** is the way to go if you want to view a snapshot of the design team, their merry groups and other assorted happenings.



THE POWERPUFF GIRLS Bad Mojo Jojo

SUGAR, SPICE AND CHEATS

It's not like the Powerpuff Girls need the aid of Classified Info. After all, they can fly, punch, kick and generally save Townsville with the best of them. But since we tracked down a code for their latest adventure, *Powerpuff Girls: Bad Mojo Jojo*, we figured we'd pass it along anyway: if you enter the code **CHEMICALX** at the Password screen, you'll unlock the Burncup icon. You'll be able to use the bow-headed beauty as a playable character.



You won't get any special powers, but Burncup is a tough cookie in her own right.

Walt Disney THE JUNGLE BOOK

JUNGLE BOOGIE

We've got to admit it—Disney's *Jungle Book* for the Game Boy Color is a gorgeous game. Full of lush scenery and clever puzzles, the platformer is a must-have for anyone with a GBC. Naturally, the best way to experience such a game is by carefully making your way through each stage as you can savor every moment. But if you'd rather just cut to the chase, use the password **BMHG**. It'll open up every level.



Can. 000. 000. We want to be like your character. Or at least be able to open a level select menu. 000 000



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Game by Nintendo
Systems

PAPER MARIO™

Bowser fights to keep control over the kingdom while Mario advances his effort to save the Star Spirits as our coverage of Paper Mario continues. Follow us from Flower Fields to Bowser's Castle.



MAGIC FROM THE STARS

Bowser's power over the Mushroom Kingdom comes from his possession of the Star Rod. When he stole the magical item from its place in Star Haven, he scattered its keepers, the seven Star Spirits, to the far corners of the kingdom. Last month, we took you to the place where five of the Star Spirits were held. This issue, we'll take you to the last two spirits and to the final battle in Bowser's Castle. We'll also impart some advice on helpful Bodes and other must-have items. The adventure begins again.



Map Key			
	Save Block		Lock
	Heart Block		Key
	Super Block		

RETURN TO TOAD TOWN

Your journey to any Mushroom Kingdom location starts in Toad Town. After you return from Mt. Lavalava, you'll learn that the Flower Fields are in turmoil and that a Star Spirit is

removed to be held there. If you've found four Magical Seeds, including the one on Lavalava Island, you can go to the Flower Fields from Minh Toad Town garden.

Star Spirit was seized in the last area.

TOAD TOWN



TO BOWSER'S CASTLE CHAPTER 6



After you have saved all seven Star Spirits, you can leave Toad Town for Bowser's Castle via Shooting Star Summit.

TO FLOWER FIELDS CHAPTER 6



Once you've given all four Magical Seeds to Merlon, a portal to Flower Fields will appear in her garden.

UNDERGROUND OPENINGS

The Toad Town Tunnels feature shortcut pipes to most Mushroom Kingdom towns, making them a convenient route for navigating the kingdom when you're doing favors for Koopa

Boos, delivering letters with Parakarry or looking for Chuck O'Leary. Once you have Lakilester on your side, you can open a passage from Toad Town Tunnels to Shiver City.

Star Spirit was seized in the last area.

TOAD TOWN TUNNELS



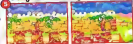
The Ultra Boos give you the ability to execute the ice-breaking Kamado Jump.

TO SHIVER CITY CHAPTER 7



After your adventure in Flower Fields, talk to Merlon and be victorious. When you go underground, use Wrett to reveal a line of invisible blocks. Put them to make a bridge to the Shiver City pipe.

Dangerous Crossing



The gaps between platforms in the ferry aren't very in width. You can jump over some of them. You'll need Parsley to carry you over the others. Press the A Button to drop when you reach safe land.

Lodged Lily



Lily laments the fact that the spring is dry. Talk to her to find out how to make the water return.

Help in the Hedge



To find Parsy, the holder of the Water Stone, you must navigate a high hedge maze. Moxa is intelligently obscured by the hedge. Bring along a flying partner to keep track of the party's position.

Bargain with Beauty



Parsy, the Nose Spirit, likes pretty things. If you can gather some items more beautiful than her Water Stone, she will trade it to you. Go to the Crystal Tree and collect a Crystal Berry for the bush beauty.



Water from a Stone



Take the Water Stone to Lily. She will have you place it as a hole in the center of the spring. When the water pours forth, Lily will reward you with the Miracle Water for the Magical Bean.



Bag a Bubble Berry



With water in the spring, you can collect a Bubble Berry. Use the berry to cross over the thorny area in the northwest.

Climb to the Sun



When you reach the end of the northwest passage, you can use Mumble to climb the way to the top of the tower. There you will learn about the nature of Half N. Puff from a downwind-out Sun.

Befriend a Foe



After you have off with Leikister the Lakita, he'll give you a cure and give you a gift over dangerous passages.

Puzzling Platforms



When you use the Spin Jump on a platform, all platforms of the same color will rise or fall. Follow the picture to solve the puzzle.

Crash the Cloud Machine



Half N. Puff's Puff Puff Machine is the source of the drizzle over the Flower Fields. You can break it apart with a few swings of your Hammer after you beat the buddies at its controls.

Let It Grow



With the items that you have gathered, you can grow a new life passage to the Cloudy Clouds home of Half N. Puff.

Bad Weather Be Gone



Half N. Puff can't see his home! With Puff Puff, you LakPuff's Sling Sling to clear away the small clouds, then go after the big one.

MYSTERIES OF THE NORTH

Stories of a captured Star Spirit will lead you to Shiver City by way of a Road Trip in Tornado mode. When you arrive at the snow-covered town, you'll walk into a crime laboratory involving the town mayor. Before

you can make it to the Crystal Palace, where you'll continue your Star Spirit quest, you must uncover the truth about the mayor's condition.



SHIVER CITY

Detective Mario



When you enter the back room of the mayor's house, you'll find the mayor, out cold on the floor! This discovery will lead to a chain of events that has you investigating the mayor's murder—prime suspect: Merid.

Break the Ice



Your investigation leads you to a locked warehouse. Break through the frozen pond to get the key.



Cross over Rooftops to Herringway's Room



Mystery writer Herringway may help you decipher the mystery of the mayor. Climb to the top of the warehouse, then hop over to Herringway's house.



Mystery Solved



Returning to the scene of the crime, you'll discover that the mayor is alive.

Monstar Menace



On your way to Starfork Valley, you'll face a big boss with lots of bite.

Snowman Ensemble



Outfit one of the snowmen as the willy with the Fibelkey Suit and another with the Mayor's Mercurius Bucket. A new path will open.

Jump Hard



You'll discover a shortcut below a sheet of ice. Tornado-Jump the ice and hit the button.

Seeing Double



After you kick Kooper across a gap, he'll look a little double. It's up to you to find the real Kooper.

Crystal Palace Key



After using the key to break through a wall that you found through another ice mine, a cold wolf, you'll discover the star-shaped key to the palace.

CRYSTAL PALACE

Elevator Floor

1 When you hit the switch, the floor will move, giving you access to the floor with the blue door.



Color Cue

2 Upon discovering the Blue Key, you will find that you cannot fit to open the blue door.



Mirror Move



3 One of the glass panels is moving. Walk through that hole to the other side of the room.

Breakthrough



4 By breaking through a weak panel in the floor, you'll discover a path to the P-Down, D-Up ledge.

Fake Bombettes



5 After you beat through well with Bombette, Bombette imposters will appear. You must wind out the imposters.

Mario All-Stars



10 When you kick Kooper through his, the Kooper will return with several familiar characters. They're imposters. Hammer everybody in except for Kooper.

Seeing Red



7 Drop through the new hole in the floor, and follow the path to the Red Key.

Clear away Clubbas



8 There are three Clubbas and three blocking Gubble statues on the other side of the glass. When you defeat the Gubbles, the statues will disappear.



Revolving Door



9 Use Bombette to block the switch while you run to the revolving door.

Mirror Image



11 Use Kooper's reflected image to hit a switch on the other side of the glass.

Push and Drop



12 The Albin Dino statue hides a hole. Push the statue in the direction it faces.

Key Revealed



13 Return to the large statue to discover a hole. Drop down and find a key.

Talk to the Animals



14 When you talk to the Albin Dino, they will talk to face you. Their reflected statues will also talk. Push the lines so that you can move the statues onto the floor panels.



Crystal King Crunch



The Crystal King first fights using Crystal bits, then by attacking from behind. Use attacks that target all screens to make sure that you are weakening the real Crystal King.

CASTLE IN THE SKY

Once you've saved all seven Star Spirits, return to Shooting Star Summit where the spirits will open the passage to Star Haven. From there, you'll ride a Star Ship to Bowser's Castle and the final showdown with King Koopa.

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STAR WAY



START

Star Journey



The collective power of the Star Spirits creates the Star Tides, which opens your passage to Bowser's Castle.

Key Battle



When you reach the castle grounds, enter the dungeon first and fight a guard for the key to the main entrance.

STAR HAVEN



BOWSER'S CASTLE



TO BOWSER'S CASTLE ENTRANCE

Trip the Trap



The door you met with Bowser's face will try to trick you into falling into the dungeon. Go along with it. You'll have the last laugh.

Breakout



Shades of Koopa Bros. Paratroopers Bomberize to break out of the prison cell.

The Buddy System



You'll need the help of many friends to navigate the lava-filled dungeon. You partner switches with Raggio, cross long expanses of lava with Lakilester, fly over gaps with Paratrooper and pass through lava flows with Bow.

Lava Stop



The blue switch controls the flow of the lava. After you clear away the guards near the switch, hit the switch to dry up the lava canal.

Key Retrieval



Use a hidden door to Bowser's Castle.

With the lava gone, you can double back to the room near the dungeon entrance and collect a key. Use it to advance to the next area.

Dungeon Darkness



The winding path through the cave is as dark as the shadows. Well, it's your best bet as a partner. Show them how to light the way!

Get Pushy



You'll find a large block against the wall. Move to the right side of the block and push it to the left to reveal a passage.

Jump the Jailer



Rest Area



Even in Bowser's Castle, you can find a place to rest and rejuvenate. Talk to the Toad with the red cap; then burst down.



INSIDE BOWSER'S CASTLE



Water Puzzle



With the help of Skelton, you can navigate a series of ponds. Pull chains to change the flow of the water and continue to explore until you find a key. Then reverse the process and use the key to go to the next area.

Dodge Bills



Bombshell Bills attack in force. Jump over them or go transparent with Bowser.

Hidden Passage



You'll find a block next to an open passage. Push the block, so that it covers the passage. You'll uncover a different passage. So the way to find a key.

Door Prize



The Bowser door will let you pass if you can guess a memory quiz. Watch the answers that appear, then answer questions about them.

Prison Break



After you defeat a prison guard for a key, you'll be able to enter a cell and take advantage in the care of a restful Toad.

Pop Blacks



Let the switch to see where blocks pop out of the ground, then stand where the leftmost block appears and use Bombette to hit the switch.

Blue Clue



Use the pattern of the blue torches as your guide to running up and down the stairs. It's the only way to break a endless loop.

THE LAST BATTLEGROUND

When you emerge from Bowser's Castle, you'll discover Princess Peach's Castle, still on the plot of land that was apportioned with the structure. Peach is inside, and so is Bowser.

You're closing in on the final battle. Use Wart outside of the castle to find an invisible ? Block, then pop it to collect the Ultra Shroom inside. You may need it.

PEACH'S CASTLE



Find Items



You'll find a Life Shroom on the upper floor of the library. You may also find some helpful Badges.

Hidden Toad



A Toad is in the closet of one of the back rooms. You can take and last one in this room before you lock off with Bowser!

CONFRONT KING KOOPA

2 3 You'll fight Bowser in two locations. Your first battle takes place in the same room where Bowser flattened Mario at the beginning of the game. After you crack the power of the Star Rod using the Star Beam, you'll give Bowser a good run for his money. When Bowser gets fed up, he'll retreat to the top of the castle. That's when the real battle will begin. The epic struggle will even include a slide battle between Peach and Kamey Koopa.



SUIT UP FOR SUCCESS

As you make your way through the adventure, you'll find a lot of helpful Badges and develop strategies for when and where to use them. The eight Badges listed below are especially helpful—and

they are recommended for your journey through the advanced chapters that are laid out in this follow-up review. It's worth the effort to collect them all.

Spike Shield



Faced in Dry Dry Ruins, the Spike Shield Badge allows you to stamp spiked enemies without taking damage.

Peekaboo



Use the Peekaboo Badge to reveal an easy Heart Points in battle—perfect for developing winning battle strategies.

Quick Change



Strike the ground three times in Wreckin' House for an item that allows you to switch partners without wasting a turn.

Mega Quake



Whenever there's a ground-pounding Mega Quake attack, damaging all ground enemies. You'll find the Badge at Bowser's shop.

Zap Tap



If you're equipped with the Zap Tap Badge, enemies will get hit with a jolt of electricity when they attack you.

FP Plus



The FP Plus Badge boosts your Heart Point maximum by five points for more attack-producing power.

HP Plus



The Heart equivalent of the FP Plus Badge boosts your Heart Point maximum. Use it in battles with powerful enemies.

I Spy



When you have the I Spy Badge equipped, you'll get extra info about enemies who never put're close to a Hidden Star Piece.

A HEALTHY DIET

Thycc T. offers a full menu of helpful items, many of which restore both Flower Points and Heart Points. The more dual-purpose items that you carry, the more recharging power you'll

have out in the field. The Thycc T. creations listed below are particularly useful. Have Thycc T. make a full batch for you.

Big Cookie



Take Mx plus a Goomba, Egg or any type of berry makes a delicious treat that restores 23 Flower Points.

Deluxe Feast



Use a Strange Leaf with a Whizzer's Gump to get a dish that restores 99 Heart Points and 46 Flower Points. That's helpful!

Honey Ultra



By combining Honey Syrup with an Ultra Shroom, you get a treat that restores 50 Heart Points and 5 Flower Points.

THE WHOLE STORY

Even though the story ends with the big Bowser Bros. showdown, you might not have done all of the fun things that Paper Mario has to offer. The story just scratches the surface. You may want to collect all 100 Star Pieces or all Badges, for example. Take a look at the blackboard in Mario's House for a list of your accomplishments. 🍄



A HERO FOR ALL SEASONS

WHAT'S BETTER THAN A NEW LEGEND OF ZELDA ADVENTURE FOR GAME BOY COLOR? WHY, IT'S TWO LEGEND OF ZELDA ADVENTURES WITH AN INNOVATIVE, INTERTWINGING STORY AND CHARACTER SYSTEM, OF COURSE!

This spring, Nintendo presents the simultaneous releases of *The Legend of Zelda: Ocarina of Seasons* and *The Legend of Zelda: Oracle of Ages*—two intriguing companions to the ongoing saga of our favorite Hyrulean hero, Link. The games are a joint production of Nintendo and Capcom. This month, we introduce you to *Ocarina of Seasons*, in which Link is transported to a land that is lost in turmoil. There he discovers a new ability-gaining item, the Rod of Seasons, a device that gives him control over the forces of nature. By changing seasons into winter or by transforming spring into fall, Link can open new paths and forge ahead in his quest to restore order to the land.



The Legend of Zelda: Oracle of Seasons features appearances by some familiar Legend of Zelda characters, along with the debut of several new friends.

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AIDYN CHRONICLES

THE FIRST MAGE



Animated
Video

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Into the Fray

You'll need all of your monster hunting, spell casting and adventuring skills in perfect working order to take on the challenge of Aidyn Chronicles: The First Mage. Nintendo Power delves deep into the game this month, and our guide is essential reading material for any first-time visitor to the wild lands of Aidyn. We'll give you all the info you need to develop the perfect team of goblin-crushing heroes.

At long last, the wait is over. THQ and H2O's stunning RPG has finally arrived on the N64, and we've got the strategies to guide you on your journey through the vast land known as Aidyn.

The Adventure Begins

After watching a magnificent cinematic scene that introduces you to some of the main characters, you begin the game as Alaron—a squire in the service of the king of Gwerria. It seems that Alaron has left the safe confines of the castle in search of a local farmer named Kendall. Use the opening scenes to get used to the controls of Alaron, moving the camera and reading the map and compass.

Locating Treasure



Large, golden treasure chests dot the landscapes all across Aylek. You won't be able to see one until you are almost on top of it, however, so you'll need to do a lot of exploration. Don't stop too far at the beginning—there will be plenty of time to search later.

Hats off to You



If you move northwest through the woods, you'll stumble across Kendall's large, floppy hat. It gives you an extra point of armor but removes a point of stamina should you choose to don it. Watch out for Giant Bats and Bats along the path.



Ambush!



Continue to search the woods for Kendall. After a brief chat with a pair of friendly Mianai traders, you encounter a goblin band. Since you're outnumbered 10 to one, you stand no chance of winning the battle—but try to put up at least a token resistance.

The Healing Touch



Alaron awakens from the attack to find himself inside a hut. The mercer, a healer named Driesa, tells Alaron that he has been poisoned beyond her ability to cure. She'll send you back to the castle, providing a trail of glowing lights to lead the way. Be sure to learn the Air Shield spell from her, but not Strength—you'll get it for free soon.



Transport Portals



At the southeast corner of the woods, near Driesa's trail of light, is a mysterious portal. Once you've touched a set of portals, you can use them to cross great distances. The single one won't do any one to you yet, but walk through the beam in the middle to activate it.

Dear Diary...



You can locate Alaron's travel journal in the entire game. Important information about items and places can be found in it, as well as notes about possible side quests. You will be alerted each time a new entry is made.



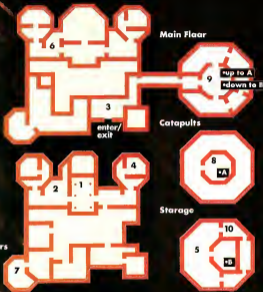
Inside Castle Gwernia

Upon returning to Castle Gwernia, Alaron is chewed out by Abrecon, the captain of the guard, and ordered to meet the king. Believe it or not, Castle Gwernia is one of the most

confusing areas in the entire game. Keep an eye on the map below—essential people to speak to and necessary rooms to visit are marked.

Key

1. King
2. Abrecon
3. Brenna
4. Rheda
5. Godric
6. Gabriel
7. Trahern
8. Bowden
9. Library
10. Storage Room



A Quest from the King



To find the king, follow the red arrows that lead downstairs to a set of double doors. Go through the doors, panaceo back to them and turn left. Once you reach the throne room, the king will send you on a quest to find Trahern, king of the Mael. It is hoped that he can lead your party, but you must first assemble a party to accompany you.

Searching All Corners



We can open up some barrels and crates to find treasure—but if it's looter-trapped, wait until Brenna the thief joins your party before attempting to disarm it. You'll have a much better chance of success. Also look for small sacks of gold or herbs on the ground.

Choosing a Party

A well-balanced party is crucial to your success. You can take up to three additional members, one of whom, strong-willed Brenna, will join your team regardless. As a result, once

you've chosen your other two members the third will vanish and you'll be unable to ask his or her assistance. Talk to people throughout the castle before making any decisions.

Abreca



Captain of the guard, knight and extraordinarily talented fighter, Abreca is a welcome addition to any adventuring group. Though he's chosen on standby as an sword and shield to learn magic, he'll still with weapons and high stats make him an attractive choice. Seriously consider Abreca, as you won't get very far without him.

Rheda



Rheda is a wizard of the Newing school and also possesses some skill with both pole and sword weapons. Newing magic focuses mostly on defensive spells. They're useful, but don't expect to meet enemies with firearms. Since Brenna will join up anyway and Abreca is a must, you should decide between Rheda and Godric for your final teammate.

Brenna



Though initially weak, Brenna can pick locks, open walls and mess with switches, and once you've rounded her stats, her lightning can do a considerable damage. Don't ask her to join, though—pick the other two members and leave the castle. She'll meet you at the gates, and if you tell her it's too dangerous she'll join you a Battle. You can't join up anyone.

Godric



Godric is a hero to leave on the journey, filled as he is with funny sayings and strange observations, but he's the strongest fighter in the bunch. Though his Alchemy and Black sword skills are come in handy, his almost total reliance on spell casting and poison-making items such as herbs and spices can be advantageous.

Find Trahern's Sword

Trahern, the castle weapon master, has misplaced a valuable sword. If you manage to track it down, he'll let you take it on the quest. If you wait until all of your party members are chosen before speaking to him, they will each receive a special item.

Trahern



Trahern's shop is in the far corner of the castle grounds. Look for a pair of three glowing chairs together, then go through the far left-hand door on the wall facing you. He's waiting behind another door.

Bowden



You can use Trahern's control if you first get a key from Bowden in the library. To reach the second-floor door with a mouse over it, walk straight to the library. Then go up. Ask Bowden about capabilities to get the key.

Storage Room



The storage room is in the basement of Bowden's tower, beneath the library. The sword is in a chest along the wall—be sure to search the remaining boxes for additional treasure.

On the Road

Once you leave for Evromen, you'll encounter a number of terrible beasts. Another hurdle is just staying on the right path. It can be easy to get lost, so stick to the main road as

much as possible and head east if you find yourself disoriented. Exceptions to the roadway rule, where there's a tempting treasure or special side quest that's just too good to pass up, are listed below:

Drive the Innkeeper Batty



The local innkeeper in the town at the foot of Castle Gwanda has lots to say on this. Go downstairs and take care of his winged messengers, then slip through the crack in the wall for a little with a guild. Search the case for a Smooth Potion.

Camping Leftovers



As you leave the village, look to your left. You'll see a small path leading up from the beach. At the top of the path is a campsite and a chest. Inside the chest is a Clean Sword. It's very powerful, but you must gain Strength before you'll be able to see it.

Homeward Bound



Along the way to Evromen you'll see a few bridges. Turn right and walk until you come to the remains of Alaron's village. Search the wreckage for herbs, spices, a Ring of Healing and a Stone that adds to your stamina.

Return to the Witch



Swing back by Gwain's place on your way. She'll tell you a terrifying story and give you the spell of Strength. If you go west from her house, you'll encounter a temporary quest who'll give you directions to the Evromen road.

Spell Chart

There are over 30 spells in Aaldyn, and we've listed the ones you'll encounter in the early stages. There are four schools of

magic, and you must be of a school to use its spells. The exception is Alaron, who can cast spells of any school.

Name	School	Min. Rank	Dam.	Range	Description	Restrictions
Air Shield	Elemental	1	0	5m/Rank	All friendly entities within range add 1 Rank to their Armor.	None
Strength	Elemental	1	0	5m/Rank	Target gains 2 PS (Strength) for each Rank of the spell.	None
Endurance	Healing	2	0	5m/Rank	Target gains 2 EN (Endurance) for each Rank of the spell.	None
Sense Aura	Healing	3	0	5m/Rank	The target of the spell reveals its current statistics. The amount of info revealed depends on the Rank.	None
Weakness	Healing	2	0	5m/Rank	Target loses 2 EN for each Rank of the spell.	None

To Battle!

You'll spend a good deal of your time locked in mortal combat, so it's a good idea to learn some basic strategies first. Unless your energy is low, you'll want to fight as often as possible. Experience points, special items, weapons, armor and gold are all obtained as spoils of battle. If you are weak, camp to regain energy.

The Movement Circle



Since all combat is turn-based, you'll have plenty of time to devise your strategy. Characters can move freely on the battle field within a certain radius. The higher a character's dexterity, the more ground he or she can cover in a turn. Heavy armor or weapons, however, will reduce the movement circle.

Take Cover



Players play an important role in combat. Hiding behind a rock or tree will make you harder to hit and provide cover for members armed with throwing or missile weapons.

Heal Thyself



There are two ways to heal using the Healing skill and drinking potions. Since skills drain Stamina, you're better off with potions. Also note that characters who paralyze get no recovery, so camp early and often.



Gain the High Ground



Fighters who occupy the high ground gain speed and accuracy bonuses, so always maneuver your party to the tallest hilltop or ridge. If you walk up an embankment, you'll often gain the high ground as seen on the battle screen.

Backstabbing Thievery



Thieves are multi-talented, and you should never be without one—especially since they get a massive damage bonus when they attack from behind. A great strategy is to go as many party members the Thief skill as you can. Even if it's just at Level 1, you'll still get a bonus.



Find Your Aspect

A character's Aspect is the time of day or night he or she fights the best. Most characters fight best in the daytime, and most creatures do better at night, so plan your adventuring and camping times carefully. Only characters of a certain Aspect can wield some weapons.

\$kills and Stats

One helpful feature of *Aldyn Chronicles* is that you can dive up experience points any way you like—but what should you focus on? The chart below shows some of the more useful skills and stats to keep in mind as you gain experience.

Dexterity

Dexterity is vital, its importance cannot be overstated. It affects the size of your combat movement circle, dodge and strike capabilities, and the number of attacks you can perform per turn. Boost the stat as quickly as you can, especially for classes like the Alarcos.

Intelligence

Intelligence is very important for magic users and alchemists but also an important for a hero to follow the Alarcos. It affects your skill with arcane weapons, however, so a character with a bow, you'll want to keep his or her intelligence fairly high.

Stamina

Stamina is used to power special skills such as the sling and Troubadour. It's also drained if you pick locks, cast magic spells or take damage in combat. Keep a close eye on Stamina as you trek through the wild—you'll want to enjoy as soon as it gets low.

Strength

Strength affects the amount of damage dealt by hand combat weapons like swords, axes, poles and daggers. It also increases your chance of a successful strike. Give *Reina the Sword skill* and a high Strength rating to make her practically unstoppable.

Missile Weapons



At least one of your party members should be armed with a missile weapon. Thrown weapons are easy to use, but they lack the frequency and accuracy of a bow. Alarcos makes a great archer—he already knows Missile, and it keeps him away from direct combat.

Mighty Alarcos



Alarcos's role is battle in legendary. Don't worry about magic or tricky, with his just give him a big axe and some heavy armor and have him run straight at your enemies. You'll need to teach him the *Handed* skill if you want him to use an axe, but it's worth it.



Thief

Thief has already been mentioned, so just be sure to give it to anyone who can learn it. To train a thief, visit shopkeepers and ask to train. SMs can then be improved on the field of combat or at shops. It takes less experience to level up in shops, but it costs gold.

Healer

Healer is a useful skill once the user reaches a high enough level, but at the early stages of the game it's not very helpful. If you teach characters the Healer skill, be sure to give them plenty of Stamina to go along with it.

Troubadour

One of the more obscure skills is Troubadour. It is a musical skill that allows the user to sing, hit a lute, causing his friends to battle with ferocity and stamina to engage in combat. It takes a lot of energy, but a skilled Troubadour is handy during tough battles.

Stealth

If you are low on energy you can sneak by enemies rather than engage them. Your chances of success rest upon your Stealth. It is based on the character with the highest rating, so you need to focus on only one person. Many types of armor will raise or lower Stealth.

Diplomat

To make a good impression, one must have a silver tongue and a soft touch. Diplomat will reduce your character's threat level, making NPCs less likely to attack you. It's a useful skill to have, but it's not necessary for a successful campaign.

Loremaster

Your Loremaster skill will determine the amount of useful information you can glean by reading books, scrolls and other ancient writings. It's crucial for magic users, but certainly not necessary for a successful campaign.

Merchant

The higher your Merchant skill, the more likely it is that shopkeepers will give you lower prices on purchased items and pay more for goods that you sell them. Boost one character's Merchant skill quickly, as it will save you much gold in the long run.

Wizard

To harness and cast the power of magic successfully, you'll need to have a high Wizard skill. Many spells cannot be cast unless you reach Level 5 or more, so if you have a mage user you'll want to boost it with all due haste.

Warrior

Warrior determines your effectiveness in straight combat and also determines how often you score critical hits on your enemies. It's a character-over-picks-up-a-weapon, so he or she should have a Warrior rating of at least two—more if you just go on and on.

To Erromon is Human

Upon reaching the Mirai city of Erromon, you'll need to search out the main the king and beg a boon of him. His castle is at the far end of the village. Take some time to explore your new surroundings, talk to locals and buy and sell equipment. Your main source of gold is from selling weapons and armor plundered in battle, so keep the best for yourself and dump everything else.

Shopkeeps



Before selling or buying anything, visit five or six different shopkeepers and see who has the best prices. Also plunder a pile of gold on the top floor of the hotel.

Spelunking



Yaldra looted the Mirai village in a recent outbreak of crime. There's actually not a whole lot there other than a few gear-stems, but be sure to find the Portal—it's located behind Eder's house.

Don't Change Weapons in Midstream



The essence of weaponry in *Archie* can be craft-hogging, and you can spend as much time as you want swapping items between characters. A better strategy is to find one type of weapon that a character has some synergy with and stick with it.



Going Up?



Ladders are scattered throughout Erromon, and they're often concealed. Be sure to check every ladder you see—there's usually some treasure at the other end.

In Txomin's Court

Once you speak with the Mirari king and his courtisans, he'll send you on a long and dangerous quest to rid his land of the goblin menace. In exchange, he'll promise to cure your poison. Despite the fact that some members of the party feel His Majesty is less than trustworthy, head north up the stream bed to engage in some goblin thrashing.

Get the King's Ear



Though he's all smiles on the outside, the king of the Mirari has a devilish plan in mind for you. Since you need his aid, however, you'll have to perform his task. Once the conversation is over, explore his castle to learn a little about your new employer.



Goblin Tents Snowy Chests Grappling with Goblins



You can find goblin tents and shelters scattered throughout the snowy mountains. Once you take out the occupants, search the tent for treasure.



You'll also find a number of chests throughout the mountains. If you want to travel far from the best or path to secure them all.



Goblins usually attack in packs, and they have a clear leader. If you can take out the leader, usually a Redgoblin or Goblin Sorcerer, the other troops will quickly become disoriented. Be wary of Holygoblins, as they can end with one magic.



Finding Your Way

The compass is your best friend in the snowy, goblin-infested mountains, especially since everything looks alike—white and steep. RPGers who enjoy making maps of games would be well advised to break out the rulers and graph paper. It will be a big help.

A Suspension of Disbelief **NR**



Your mission will be easier once you slay the goblin leader, and finding him can be a chore. To locate him, follow these steps: As you first approach the goblin encampment, you'll see a tent. To the far left right you see after the tent and go up the snowdrifts. Bear left when you come to a cliff and cross a narrow ledge. You should see a long suspension bridge in the distance. Cross the bridge, head down and left and look for a tent with red and blue flags. If you're having trouble, go to standandpower.com for a QuickTime movie of the journey.

Kitarak's Challenge



The goblin leader, Kitarak, is a fascinating sight. Ignore his underlings for the moment and focus all of your energies on him. Once you've slain the goblin leader, you can return to Erebor—but the more goblins you take out, the more experience, armor and weapons you will receive.

Oathbreaker



Tornia is so proud of his work, if that word is "hoax." Rather than healing you, the two-faced king will send you off to the wizard's school as the nearby town of Takarok. There, he promises you, you can find someone who will cure what ails you.

A Change of Pace



Before you leave, visit the inn one more time. There you'll find a kumar, a very smart Breton, who will offer to join your group. You don't have direct control over who comes and leaves, so if you want him to join you'll have to leave Aedon behind. The choice is up to you.

An to Glory

You have only begun to scratch the surface of Aedon. As you continue, you'll battle demons, and see the high seas, explore old lighthouses and meet an increasingly strange cast of characters. If you have the patience to stay with it, especially through the often-maddening first few hours, *Aedon Chronicles* will immerse you in a world never before seen on the Nintendo 64. RPG players have cried for so. No. 4 game for years, and THQ and H2O have delivered with a title that can bring a smile to the face of even the most hardened goblin slayer. **T**

DRIVE WITH CHARACTER



Each of the six characters in the game pilots a racer with one of three sets of options. The cars that Mickey and Donald drive are well-balanced. Goofy and Pete use heavy cars with high top speeds. Daisy and Minnie drive cars with excellent handling that pick up speed quickly after stops and curves.

WEIGHT: The heavier the car, the harder it is to handle around sharp curves.

TURNS: Gripping tires may not be speedy, but they help you stay on the road.

ACCELERATION: Good acceleration ensures fast pickup after slow sections.

TOP SPEED: Expert racers bear fruit most from high top speeds.



MIKEY



GOOFY



MINNIE



DONALD



DAISY



PETE

WEIGHT



TURNS



ACCELERATION



TOP SPEED



RACING MODES

1 BEGINNER
3 EXPERT

2 NORMAL
4 TIME ATTACK

You can race the Speedway circuit in four different difficulty modes. Beginner and Normal difficulties are available from the start. As you play the game and

demonstrate superior racing ability, Expert difficulty and the Time Attack Mode, which pits you against the clock, will become available to you.



In Beginner Mode, you should have little difficulty keeping up with the other racers, once you've practiced a few online time trials. You can unlock the first three of the game's five circuits at that level.



When you choose Normal difficulty, you can open all five racing circuits. Your racing rivals are better drivers and race more aggressively in Normal Mode, but you should be able to place in your race, even if you make a few mistakes.



After you complete your cross-country race in Normal difficulty mode, you'll have the chance to race at the Expert level. Your racing rivals are nearly flawless in Expert Mode. A single mistake could cost you the gold!



If you beat the gold star time for every track in the game (a tall, tall order), you will have the chance to play the game's Time Attack Mode, where you'll race against expert opponents and the clock at the same time—the ultimate driving challenge!

DEVELOP A WINNING STRATEGY



Before you compete in the first set of courses, try to develop your skills and memorize the tracks in time trials then take these skills to the circuit and leave your competitors in the dust.

Strong driving skills and a knowledge of the twists and turns of the tracks will give you a good chance to collect the checkered flag in every race.

BEGIN WITH A BOOST



You can get a big burst of speed off the starting line if your timing is perfect. Hit the Accelerator as soon as the race begins. You'll dart out ahead of the rest of the racers and draw from a pasture of power.

CORNERING IS KEY



When you learn to navigate curves and sharp corners smoothly, you'll be able to cut your track time dramatically and swiftly gain on your opponents. Try to memorize the nuances of the track so that you can anticipate every corner.

PICK UP POWER ON THE ROAD

Six different types of power-ups give you a racing edge. Be sure to pick them up and use them wisely. Be fair to your opponent. Good use of power-ups could mean all the difference between fourth and first place.



Carto Splitter
Get a quick burst of speed.



Shield Shell
Protect your car from attacks.



Point Splitter
Leave a slippery puddle of paint.



Magna Flyer
Knock out opponents with a homing flyer.



Stormy Weather
Slow down opponents with a storm cloud.



Baseball Chucker
Make a close carpe litter spin out of control.

TRAFFIC TROUBLES

1 LOS ANGELES
3 YOSEMITE

2 GRAND CANYON
4 SAN FRANCISCO



The first Traffic Troubles race takes you to Los Angeles for a beachside boardwalk battle. The trackset includes five turns, two ramps and two 90-degree angles. If you catch up and you're at an angle, press up on the Central Pad to straighten out.



Your race through the forest of Yosemite includes many simple, sweeping curves. Take the long straightaway at the end with a big thrash-a-bottle-out race. If you have a Car to Splitter, that's where you should use it.



The twists and turns of the Grand Canyon course are a bit very sharp. You should be able to take them without slowing down. If you don't have enough speed for the long jumps, don't worry. You'll clear them automatically.



Your San Francisco wrap-up to your race through the American Southwest is a twist course with 90-degree turns and hills. Mowing through, you'll encounter a hole car in the middle of the street. Swerve left or right to miss it.



MOTOR WAY MANIA

- 1 SEATTLE
2 MONTANA
3 YELLOWSTONE
4 UTAH



Tall buildings sometimes obscure your view of the streets of Seattle. Don't let that keep you from staying on course. Drive along the track tracks for a shortcut that will greatly increase your chances for victory.



You'll find little reason to slow down as you drive through the natural setting of Yellowstone. The course includes several straight sections throughout the track, particularly before and after the pylons.



The most dangerous curves of the snowbound Montana course are near the beginning of each lap. Once you reach the long straightaway that is partially obscured by snow banks, it should be smooth sailing to the end.



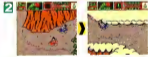
The Motor Way Mania track in Utah takes you over hills, through rocky tunnels and around some pretty intense curves. Stay on the inside of the track and look for three shortcuts. The last one requires some tight timing.

FREEWAYPHOBIA

- 1 MILWAUKEE
2 COLORADO
3 NEBRASKA
4 TEXAS



The Milwaukee raceway course is quite possibly the shortest course in the game. A quick start and good navigation around the first set of curves are crucial. You won't have much time to catch up if you make an early mistake.



Your long Colorado mountain trek starts with an easy zigzag section followed by a long straightaway. You will encounter a few tight turns, but most of your race will be a full-throttle thrills.



While the country roads and cornfield paths of Nebraska may be flat, they do feature a lot of tight corners and two sets of ramps. The conflict-to-street intersections are particularly tricky.



The Freewayphobia circuit wraps up in Texas with a long and windy course that includes two big dips and a particularly tough section at the end of every lap. Try to keep from bouncing off the sides of the track.

VICTORY VEHICLES

- 1 GULF COAST
- 2 LOUISIANA
- 3 INDIANAPOLIS
- 4 BOSTON



The Gulf Coast track begins with some straight and fast sections on the beach, then turns east with a tall hill and one tight turn off to the next. The keys to success are watching your speed and maintaining control.



Much like the Milwaukee race-track course, the Indianapolis course is extremely short and fast. It features one long, straight stretch, some wily curves and a pair of short inclines. A Carlo Spitzer would come in handy.



The Louisiana race is a short and fast bumpy blast. You'll encounter a steep ridge, a wooden bridge and a covered section, but the trickiest part is a greasy patch that looks like a lead in the curve. Don't be deceived.



Like San Francisco and Seattle, Boston is a dingy old city street track that is filled with 90-degree turns. After you practice the course, you may be able to cut some time by prepping for corners in advance.

FRANTIC FINALE

1 SMOKY MOUNTAINS



The Frantic Finale opener features tight curves and some slick sections over a frozen river. Watch out!

2 FLORIDA EVERGLADES



The long race through the Florida swamps features sharp right turns and three jumps. Don't go too fast.

3 DAYTONA BEACH



Part racetrack and part beach course, the Daytona tour includes a narrow ring merge that could throw you off.

4 WASHINGTON D.C.



The final race around the White House isn't too two branching sections. Try to stay on the inside to shave off seconds.

THE FINISH LINE

Mickey's Speedway USA for Game Boy Color is a full-featured competition to hit N64 for the first time. If you have the N64 game and an N64 Transfer Pak, you can unlock 11 hidden characters—Donald's nephews, Huey, Dewey, Louie, and more. For more, visit www.nintendo.com.



Straight from Interactive Imagination to you, the land's newest RPG rockets onto the Game Boy Color, and we've got an exclusive walk-through crammed with maps, tips and secrets!



MAGI-NATION

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Welcome to Magi-Nation

The world of Magi-Nation is a vast and mysterious one, filled to the brim with extreme danger, fun, in-piping animals, glorious successes and game-winning villains. As our hero, the shaggy-haired yet unflappable Tiny Ten, you'll ascend and reflect the mysterious Dream Creatures, hone your skills and utilize one way through landscapes of fire, water, forest and more. It's time to discover the color of the land.



Being Vash Naaroom

Vash Naaroom is a sprawling metropolis nestled high in the treetops of the Mega-Naroom forest. Besides being a treat for the soul, it's a place where you will find a number of shops and allies

to aid you on your quest. Be sure to check out every bookstore, picture, table and item that you see—even if you don't find treasure; the humorous dialogue is reward enough.

Orwin's Oratory



Orwin, the town elder, has a house in the northern end of Vash Naaroom. Here, there's first, and speak to him. He'll ask some questions and then send you on your way.

Rings Agency



Purt is an engineer, a bit of a mad scientist who builds rings. Once you get enough of a Dream Dungeon's interest, let Purt use it to make energy. You can then use the creatures he builds.

A Muddled History



One of the town's elders can tell you anything you need to know about the town's history, but he demands jelly beans first. Be sure to acquire his recipe for a secret treasure.

The Poind Abode



Poind is the tinkerer and inventor of Vash Naaroom. Once you've spoken to him, give your game an item that gets a few credits from him. Once you've received back his tools, you can equip them at Poind's bar and find a chest.



Double Trouble



You'll need to battle Kong and Z at the town arena. If you have more rings, make sure all your creatures are fully upgraded before the fight—especially the active creatures.

Woe to Orwin



After the battle, Orwin will visit you on Shadow Geyser and give you an Energy bracelet. The bracelet lets you now make and manage, so be sure to grab the ring, locked chest you passed on the way.

Yeki's Training Academy



After you and the native-born gunk, Yeki, part ways, a sudden earthquake will send Eddie running for the woods west of Vash Naaroom. He'll be up and following you. You're about to face your first battles, so stop at Poind's bar and save first.



The eastern forest is a good place to build experience and find treasure. There are several traps, but a glowing flash of Dream Energy—simply walk into the shimmering light to enter a battle.



There's no Bear Witch to do it with—only Dream Creatures. Don't look to the locals for help, just move a nearby creature and follow the path up and right to track down the wayward elder.

<p>The River</p> <ul style="list-style-type: none"> • Fish • Weeds • Leafy Change • Fish 	<p>The Glade</p> <ul style="list-style-type: none"> • Weeds • Fungus • Trees • Shell or Fish 	<p>The Sear's</p> <ul style="list-style-type: none"> • Weeds • Rainforest • Path • Stone 	<p>The Lost</p> <ul style="list-style-type: none"> • Treasure • Treasure • Treasure • Treasure • Treasure
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Lend a Hand



Drew's friend is growing weaker by the hour. Though weakened, he commands you to search out a Seer who lives by the lake. Head north from Nash Harbor and into the nearby woods, then return to until you reach his home.

An Alarming Development



The Seer has a booby trapped chest in his living room, and in case-wary neighbors happen to drop by. Once you get it off, you'll be able to speak to the man himself. He'll pain you enough to Drew, but be sure to use so to his house and get a Grow spell from the chest.

Oh Maaji, Where Art Thou?

Since the Seer's hyper-advice was fairly useless, you'll need to discover some answers on your own. Head south from the Seer's residence and follow the blue yellow path in the over-

land map until you reach The Forest. Seeking someone nearby in Gas, a healer and wise woman who may know how to cure Drew's illness.

Block Rocking Beats



You'll encounter a number of blocks immediately upon entry into the woods. Kick the appropriate block out of the way to reveal a secret staircase with 100,000 gold, 100,000



The Forest

Logbeak Wood
Sabbell Wood

Wash
Tribbit
Wocke
Leaf Chaga

Wavy Path

Wocke Path
Niac
Whaler
Weglester
Ridest

To The Woods

The Runaround



Unless you're looking for a fight, you can avoid this long way home. Once you've done all the blocks and read with the head through the break for a clear route to the overworld.

Let's Go Backtracking



Once you steal a key from a town called the Gold, return to the locked door near Gas's and apart. You'll find elixir inside, but you'll need to do some block kicking first.



Mapping Your Progress



Once you're in the woods, go left for three acres and then down. If a strange woman appears and begins to mock your husband again, you're on the right grid. Keep heading left until you emerge in the woods path.

Water in a Haystack



Once you're back in the Overworld, run to the windmill. There's a bag of bones inside the mill, so walk as a large haystack to play it safe. Search the stack carefully to secure a Water of Life.

Edon Seek **NR**



Search Edon has been waiting for you all along. After the two of you talk, look around Edon's spot and witness the mighty wood-burning stove and take a chaotic peek inside the "Storage Shed."

Finding a Mentor



She turns out to be the woman who has been you on the road to her house. After a brief chat, she'll give you a Core Glyph then instruct you to return to the High Nazam Shadow Geyser.

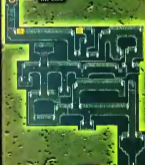


Darkening Shadows

Winning your first major battle is no easy task. Enemies attack without warning, and they'll come in large numbers.

You'll need Tony's help, ground level to neutral each one. Track down a Wasperine first—it'll be a big help.

The Case



Entrance

Shadow Geyser

- Black 12000
- Shadow 1000
- Dark 1000
- 1000 1000
- 1000

Switching Over



Scattered around the geyser are a number of well amount of switches. Pushing them will cause walls to crumble, allowing you passage through the geyser.

A Bone to Pick



At the far northern end of the geyser, you'll find a bone embedded in the wall. Apparently it's a bad-boneing bone, because pulling out will weaken the wall enough for it to crumble once you activate a lever to the right.

The Wrath of Totho



Totho guards the Shadow Geyser, and his minions consist mostly of Black Aggravated Koles. Try to eliminate his minions as quickly as possible, to cause the geyser three or four out at once, it will be difficult to take them all down. Use your energy wisely.

Onward and Downward

Once the Vigh Naxosm Shadow Geyser has fallen, the loons embrace Terry as the chosen one foretold in prophecy. While the couple of savior rents somewhat uncomfortably on his bony shoulders, don't let it prevent you from continuing to save the day.

Grab a Glove



Resting on the soil where the gem used to be is a small cave. Run around inside until you locate a chest. You'll need to take its contents to Go.

Back to the Barnhouse



It's a good thing Terry is strong, because he's doing a lot of walking. Go, who seems busy, tells you to go see Ebon instead. He will bestow your pair of Crystal Gloves, which allow you to tunnel through earth.



The Tunnels

Scan Gem	Wicket
Drub	Task Bait
Usher	Alshing
Parakeet	Chet Brip

Holy Halois



This is a large stone cavern with a huge mosaic just north of Go's Barn. Go it, and also your new-found gloves to dig a pathway. Once inside, you can visit crypts. The tunnels for Treasure and Geyser Craters lead there, an south of left or head down and right to continue the quest.

Barrier Blasting



If you keep a left into the cave entrance, you'll see more blasting in the wall. You can blow it open once you get a Blast Up, but hold off—powerful creatures will make short work of you.

Tunnel Terror



The tunnels are a great place to dig up Geyser Craters and build up your experience quickly. Forward or that your energy gauges a bit, but every time Terry gets up a level.

Shortcuts



There's a comparatively unnoticeable gap off the main tunnel, but once you get a pair of jumping boots you'll be able to reach it. The path beyond leads you to a level called Cold and another Shadow Geyser.



To the Underneath

What Lies Underneath

The Underneath is a small bedroom community composed primarily of mild mischief and funny antics. You'll dis-

cover a number of new Dream Creatures within its rocky boundaries, as well as the second Shadow Geyser.

Sisterly Love



After a short battle, the elder is OK.

Your first stop should be at the home of a local wizard, Uli. She'll tell you about her sister, Gruk, a well-known mad-scientist who's been having recent troubles with roomies.

Meeting Motash



At the home, the elder is OK.

Just over to the town elder's home and pay your respects. The Elder, Motash, will tell you a little about the town and its people. Be sure to examine her bookshelves.

You've Got a Ticket to Buy



The ticket is OK.



The ticket is OK.

You'll find the Sorak a Gruk magazine at the southern end of the Underneath. It looks like Wile-a-Mole, and tickets to soon from the geyser can be used to buy them from a new store in Wile-a-Nelson.

Gruk's Place



Entrance

In the Basement



The ticket is OK.

Gruk's home, which is to the far west of Uli's town, has a problem with noise in the basement, and they're looking for someone. Get her a hand and see what's going on.

East Cavern

- Core Subject
- Female
- Giant Berril
- Parasite
- Geyser
- Tusk Being
- Desert

A Handsome Ransom



The ticket is OK.

While you were busy in the basement, Gruk was kidnapped by King and Zik. He came to town and talks to Gruk. You'll receive information on her whereabouts, as well as an unwelcome offer of assistance from Gago, the local black cat.





Ringin' True



Grik is held in a tower to the north, but if you're a Ringin' on the way, and it's not a Ringin' on the way, you'll need to be smart to get enough ammo to make it. Look for the Cave Rubout rings. The Swap is very strong, while the Rubout's burrowing ability is invaluable. Ringin' the bell!

Into the Tower



Karg and Zet have set an ambush for you, but don't worry. Their super-bombing will once again get in the way of their pathetic attack. Move up and right to reach the poor bastards.

What's Shaking?



Once you've saved Grik and endured the chaotic passage of Boqak, you'll return to town in time for another quake. Of course, it signals the formation of a psychic. As always on the rings, and go to Grik's house.

Spelunking Fun

The second Shadow Geyser is significantly more complex in design than the first, and it contains a number of nasty crea-

tures. You'll need to keep a close eye on the map below if you want to emerge in one piece.



Shadow Geyser

Gris
Noli
Slygg
Mack Geyser
Cari Grog

Switching Over



You can raise and lower walls by stepping on switches with the vertical symbols. Most switches are in regard to the walls, so you'll need to lower the first wall before you'll be able to lower the second, and so on. Note that lowering one wall raises another, and vice versa.

Mugged by Mugh



The boss of the geyser, Mugh, is the toughest character. Have your Grog Rubout for now as soon as you can—he'll take attacks and have Mugh from attacking. Tony Grog's. You'll need to have built yourself to about level 20 to stand a real shot at Mugh.

Use Your Imagi-Nation

To go, get down and time to go, and the hardest battles are far from over. We'll have more Magi-Nation mystery coming your way next month, but in the meantime, track down Dream Creatures, make all the shiny pieces and search every corner and crevice for the impossible. For all shapes and measures, Geyser, take note: Magi-Nation is an incredibly fun and well-designed adventure that even a child could enjoy.





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ESRB Rating System

Entertainment Software Rating System

- | | | | |
|--|-----------------|--|----------------|
| | Early Childhood | | Everyone |
| | Teen | | Mature |
| | Adults Only | | Rating Pending |

Pokécenter

Hide and Seek

Pokémon Gold and Silver have been out for a few months now, and plenty of Pokéfans have finished the game and are ready to round out their Pokémon collections. With that in mind, we've put together a miniguide for catching some of the harder-to-find Pokémon in Gold and Silver. If you're not

done with the games yet, you might be interested to know that many of the most asked-about Pokémon are located in areas you'll reach near the end of the game. There are lots of Pokémon in Gold and Silver, and the most important thing you need to have to catch them is patience!



Misdreavus

MT Silver

ghost



Skarmory

Route 45

all areas

Silver Only



Smeargle

Ruins of Alph

all areas



Sneasel

Route 28, Mt. Silver

ghost



Scyther

National Park

Shiny Treasure

Contest Only

Bag Catching Contest Only



Ariados

Route 2

all areas

Gold Only



Electabuzz

Route 10

Shiny with 100% Luck

200,000,000,000,000



Houndour

Route 7

ghost

Pokéchat

Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: How can I wake Snorlax in Gold and Silver?

A: You won't be able to wake the large Pokémon when you first encounter it. After you've fixed the station or the Power Plant, head over to the Radio Station in Lavender Town to pick up an Expansion Card for your Pokégear—it will let you listen to the radio in Kanto. Tune into the Bold Flare channel to wake Snorlax and be prepared to battle the sleepy behemoth.

Q: How do you get the bike in Gold and Silver?

A: When you reach Goldenrod City, take a right just past the roof of the Department Store and walk all the way around the street until you get to the small shop just to the right of the store. It's the Bike Shop, and its owner will ask you to ride around on a bike to advertise the shop's wares.

Q: Where is Fly in Gold and Silver?

A: You can't find Fly; you have to earn it. After you defeat Cianwood City's Gym Leader, Chuck, his wife will run after you and present you with HM 06, Fly.

Q: What's the difference between Explosion and Selfdestruct?

A: The biggest difference between the two very similar attacks is the base power—Selfdestruct's base damage is 200, while Explosion's is 250. Otherwise, they're nearly identical. They're both Normal-type attacks that make the attacker faint. Even the group of Pokémon that can learn Explosion is almost identical to the group that can learn Selfdestruct. Incidentally, Explosion has the highest base attack power of any Pokémon attack.

Q: What does Splash do?

A: It doesn't really do anything, unless you're playing the minigame Magikarp's Splash on Pokémon Stadium, where it has a counter.

Q: Where is the Sun Stone?

A: It's the prize for winning the Bug-Catching Contest held in the National Park every Tuesday, Thursday and Saturday. Try catching the highest-level Pokémon possible, and pay attention to the Pokémon and levels that tend to win each contest. When you've got a Sun Stone, you can use it to evolve Glom into Bellossom, or Sunken into Sunflora.

Q: Some of my Pokémon have the Pokéflair. Is it a bad thing?

A: No, not at all. The Pokéflair will harm your Pokémon. Eventually, all of your Pokémon will shake off the curious condition, but before they do, you may try taking them into battle to see what happens.

Q: Which Pokémon can learn Milk Berry?

A: Gopel! The attack Milk Drink was erroneously called Milk Berry in the first Official Nintendo Pokémon Gold and Silver Player's Guide. Milkrink is the only Pokémon that learns the move, which it starts to learn at level 19. In battle, the move restores half of Milkrink's base HP. Try using it outside battle, where it can damage HP to the other Pokémon in your party.



Pokémon University



Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.



Can Pokémon hatch knowing extra moves?

Yes, they can. A Pokémon that hatches from an Egg can inherit moves from its parents, but there are certain restrictions. If the baby can learn a TM and its father knows it, it will hatch knowing the move. If the baby can learn a move by leveling up and both parents know it, the baby will hatch knowing the move. There are also moves called "Egg Moves," which are special moves inherited from the father. One official way to know what the moves are is to consult each Pokémon's Egg Moves list, which will be available in the upcoming Pokémon Stadium 2.



A male Unkown and a female Porygon are in an Egg.



The baby Porygon has TM moves when hatched from its father.

Where is Marowak in Pokémon Puzzle Challenge?

You might have noticed that you have a lot of empty boxes next to your Chikorita, Cyndaquil, and Totodile. The boxes are used to store the Pokémon you win from Trainers that appear after you've accomplished certain tasks. Marowak is one of the Pokémon you can catch under those special circumstances. Start a single-player game in the Challenge Mode on Normal or higher. Before you reach Blackthorn City and battle Clair, you must manage to create a four-chain in battle. After you win that battle, a Trainer named Swimmer will challenge you. When you defeat Swimmer, he will hand over his Marowak. If you don't complete the four-chain before reaching Clair, Swimmer will not appear.



Complete a chain of four or more before you reach Clair.



If you win the last tie with Swimmer, Marowak will be yours!

How is Damage calculated?

Damage calculation is complicated, because the amount of damage an attack does depends on the attack's type, the type or types of the attacking and defending Pokémon, Critical Hits and, in Gold and Silver, the weather!

Basic damage calculation takes into consideration the attack's type versus the defending Pokémon's type. That is the information that you'll find in the combat chart in Player's Guides and the manual that is pushed in with the game. The plus sign or circle means an attack's power will be doubled when used against that particular type of Pokémon. A minus sign or triangle means the attack's power will be halved. The equal sign or X means the attack will have no effect. If a Pokémon is the same type as the attack it is using, the power is multiplied by 1.5. If the attack scores a Critical Hit, the effect will be doubled again.

In Gold and Silver, the weather can also affect some types of attacks. Sunny Day multiplies the power of fire-type attacks by 1.5 and halves the power of Water-type attacks. Rain Dance increases the power of Water-type attacks by 1.5 and cuts the power of Fire-type attacks in half.

Remember, too, that an attack's base power also comes into play. Powerful attacks like Aeroblast and Psychic can be made unbelievably powerful when used under the right circumstances, but even at regular strength, they're heavy hitters. You can find out an attack's base power from either of the Pokémon Gold and Silver Player's Guides from Nintendo Power, or from the Library in Pokémon Stadium 2.

Magogoro is a Fire-and-Rock-type. What happens if it battles an Azumarill that's using Iron Dance then Waterfall, which scores a Critical Hit? The equation goes like this: 60 (base attack power) x 1.5 (attack type and Pokémon type match) x 1.5 (Iron Dance x Hydro Pump) x 2 (Water vs. Fire) x 2 (Water vs. Rock) x 3 (Critical Hit) = 1,440 points of damage! The attack's base power was multiplied 18 times—even a weak move like Water Gun would work wonders when powered up like that!



Be careful what you use on dual-type Pokémon.



Nearly half of all Pokémon can learn Rain Dance.

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Like many Pokémon Trainers appearing in the Colosseum before him, Kurt Handley e-mailed his team to us at pokemaster@nintendo.com. Unlike all of the Trainers that he in Colosseum, his team features three Pokémon from Gold and Silver, Kurt's team also lists the items his Pokémon are holding, and one thing is for sure—Kurt loves Leftovers! The team receives a little bit of HP to Pokémon during a battle, and its effects are more noticeable on lower-level Pokémon.



Raikou



Item: Leftovers

Thunder Crunch
Rain Dance Reflect

Starmie



Item: Miracle Berry

Thunderbolt Surf
Thunder Wave Recover

Umbreon



Item: Leftovers

Mean Look Confuse Ray
Taunt Rest

Machop



Item: Leftovers

Cross Chop Earthquake
Rock Slide Light Screen

Snorlax



Item: Leftovers

Earthquake Curse
Double-Edge Rest

Dragonite



Item: Leftovers

Thunder Wave Fire Blast
Haze Wing Attack

Kurt's team uses new Pokémon from Gold and Silver, and it also uses lots of new moves from Gold and Silver. Raikou and Starmie are meant to work together—Raikou's Rain Dance benefits both Pokémon in different ways. For Raikou, Rain Dance makes its Thunder attack hit every time. For Starmie, Rain Dance increases the power of Surf by 50%. Speaking of good combinations of moves, Kurt's Umbreon uses Mean Look and Taunt together to make sure that the poisonous effects of Toxic have time to work their magic on a Pokémon. One interesting combo Kurt might also want to try is a move-and-run combo. Snorlax normally does very well with Rest because of its high HP—but if Kurt gave Snorlax a Mint Berry to hold instead of Leftovers, he could get all of the HP-renewing benefits of Rest without having to wait for Snorlax to wake up! It also seems that Kurt has spent some time breeding to get certain moves onto his Pokémon. Haze is one of Dragonite's Egg Moves, and Light Screen is one of Machop's. We'd love to hear how master breeder Kurt managed to get both Rock Slide and Light Screen onto Machop!

NO. 145 / 199 ♂
SNOORLAX / SNOORLAX

4 ♂ □ □ □

EV: 128 / 128 / 0
HP: 160 / 160
BODY: 128 / 128
ROLL: 128 / 128

ITEM: LEFTOVERS

MOVE: SNOORLAX / 100 / 100
REST / 100 / 100
BODY / 100 / 100
ROLL: 100 / 100

NO. 183 / 198 ♀
LANCHEP / AMPHAROS

4 ♂ □ □ □

EV: 128 / 128 / 0
HP: 160 / 160
BODY: 128 / 128
ROLL: 128 / 128

ITEM: MIRACIOUSBerry

MOVE: THUNDER / 100 / 100
LANDSLIDE / 100 / 100
THUNDER / 100 / 100
FLARE / 100 / 100

You can pick up more than one Leftovers. The wild Snorlax in Gold and Silver is always holding Leftovers, and another Leftovers is sitting near a garbage can in Golden City. Snorlax and Chansey traded in Iron Rod, Elix or Woban might also be holding Leftovers.

There is only one way to pick up a Miracle Berry, and that's through Mystery Gift, and that's get in the Pokémon Mystery Gift Score to open the Mystery Gift function in your Pokémon Silver game, then use your Game Boy Color infrared port to Mystery Gift with other players.

Hot off the Press

Check Hot off the Press to find out what's new in the latest and upcoming Pokémon games, cards, TV shows, world of Pokémon every month. Learn about the movies, toys, tours, events and more right here!

Pokémon the Movie 3

Pokémon THE MOVIE 3

Pokémon the Movie 3 heads into theaters on April 6, 2006—and we've got the info on what to expect! Like the first two movie extravaganzas, *Pokémon the Movie 3* is two movies in one. A katawazee starring Pichu and Pichu gets things started right, while the main feature starring Ash, Misty, Brock, Team Rocket, Joli's mom and Enrei keeps the excitement going. In addition to Pichu, Enrei and the mysterious Unown, both

movies feature many Pokémon from Gold and Silver appearing in animated form for the first time. As if that wasn't enough, you'll also get a very special Neo Genesis Pokémon Trading Card Game card featuring Enrei when you go to see the movie! Check out next month's Pokécenter for more on *Pokémon the Movie 3*.

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Poké Read-a-Rama

To celebrate the release of *Pokémon the Movie 3*, Nintendo and Kids' WB! are sponsoring a national reading program that encourages kids in grades 1 through 6 to read a bunch of books for the chance to win some really great prizes. Every school that registers before March 2, 2006, will be entered in a random drawing to win the premiere of *Pokémon the Movie 3* in their school auditorium, \$500 for the school's library and 10 Pokémon Stadium 2 Game Paks. The school that reads the most books per student gets to appear on TV as the host of a Saturday of the Kids' WB! and wins its own private screening of *Pokémon the Movie 3*, a \$5,000 library donation and 10 Pokémon Stadium 2 Game Paks. For information about more great prizes and plenty of details about the Poké Read-a-Rama, head over to kidswb.com/pokecreadarama.



For more Pokémon news, be sure to check out pokemon.com/!

Send questions, comments and art to
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WARRIORS

of

Might and Magic



ALLERON'S TALE

Once a well-respected leader, a Captain of the Guard, the disgraced warrior Alleron, wears the Mask of the Accused for the crimes of casting dark magic. Forging ahead in a world of demons, dragons and mystics, Alleron must face his accusers and fight for justice so that he may remove the mask and have his status as a hero restored.

WEAPONS

You'll start empty-handed in a dungeon cell, but you'll soon discover a wide variety of weapons including a Shortsword, Bow, Longsword and Morning Star.

ITEMS

You'll make use of items that heal your wounds and help you survive dangerous predicaments. They include the Dark Cloak, Magic Book and Healing Potion.

SPELLS

There is much power to be had in the knowledge of magical incantations. As you collect spell scrolls, you will learn new ways to equip your enemies and further your quest.

SPELL COMPONENTS

We will have to collect certain enchanted substances to cast magic spells. To cast the spell of Sleep, for example, you must have the Sandbag. To cast Freeze, you must possess the Snowflake. The magic of Light requires that you have a Sandtrap. You'll find these items, and more, as you explore.



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THE STRONGHOLD

Your adventure begins as a prisoner in a dungeon that is under siege. In the midst of the confusion, you can escape from the

cell, collect weapons and fight the forces of evil leader Ragloch. Be very careful as you leap across the dungeon's gaps.



As the stronghold weakens, a fellow warrior opens your cell and gives you the shield. Jump across a gap to collect a key, then use the key to enter a nearby cell. There, you will find the Shortsword.



Stop for a moment after you walk through doors so that you can be sure not to fall off narrow ledges. The Sleep spell is only in a treasure chest at the end of a long hall. Collect it, then continue your quest.



After making blocks to open a door in one room, you will find a switch that makes blocking obstacles disappear in another room. Then, you find a bag of gold. With the gold, you can cast the Sleep spell.



A giant absolute warrior Devotion Style, a prisoner and friend, defeats the warlock with quick jobs of the Shortsword. When the enemy is gone, you'll be able to move on to the dungeon exit. Watch for falling rocks!

THE CITADEL IN THE CLOUDS

Style leads you to the floating Citadel, a safe haven from the wrath of Ragloch. There, you will meet Daria. She will ask you to travel to a monastery to collect and protect an ancient book. She'll give you 100 gold pieces and send you on your way.



Touch the fountain at the center of the Citadel to restore your magic power. In other towns, you'll discover that churches perform the same magic-restoring function.



You'll meet Daria in the northern section of the Citadel. Speak with her to learn about an ancient tome that must be kept from the hands of Ragloch.

THE POISONED WELL

After you leave the Citadel, you'll enter a snowbound forest. The monastery is to the west. When you reach the monastery, you'll discover that the residents are sick from poisoned water. The only chance to save the people of the monastery is to find the antidote.



The forest is covered with snow and populated with hostile creatures. As soon as you enter in the forest, walk to the west to find the monastery.



A monk at the main gate of the monastery will tell you about the poison water problems that has spread over the complex. Before you can enter, you must find an antidote.



Ferms in the path to the north will charge as you approach. When a ram charges, back up quickly and let it pass. Then move forward when the creature is out of the way.



You'll discover a treasure chest on a plot of land surrounded by water. By jumping over a narrow section of the stream, you can reach the chest and collect its contents: 50 gold coins.



EVERFROST GLACIERS

As the tale, you will discover that a traveler who may be able to cure the people of the monastery has recently passed through town and is in search of the legendary Ice Temple. You must find that person.



Icevale is a small village with a church, a shop and a helpful person who will point you in the direction of the Everfrost Glaciers to the east.



When you arrive in the area of the glaciers, go directly north. You'll discover a Leapswind. Go east from there to find three tipped arrows.



The entrance to the Ice Temple is surrounded by a line of spikes. Don't pop up from the ground. Push a rock north of the spikes to make them drop.



THE ICE TEMPLE

The Ice Temple is the massive lair of the Frost Giant. Much of the temple is flooded. Dangerous currents will carry you to damaging whirlpools if you aren't quick to avoid them. As you

explore, you'll find a Sheothwa, a new spell and the potion that will give you admittance to the monastery. Before you can collect the potion, though, you must fight the Frost Giant.



After you waded through the first set of rooms, you'll come to a large room with flowing water. Direct your path through the rooms so that you fall to the treasure chest that holds the Sheothwa.



To avoid the solid land and hit the switch on the west wall of the room, that will mean floor spikes to dig elsewhere, clearing the path to the eastern section of the temple.



On the east side of the temple, you'll find the key to the Frost Giant's chamber. Press a switch to make the spikes drop. If in direct contact with the flowing water, you can collect the key.



The chamber in the south-east corner of the Ice Temple holds the Frost Giant's spell scroll. With the Freeze spell and the Sheothwa, you will be able to freeze the water near the Giant's chamber.

GIANT BATTLE



The powerful Frost Giant moves left and right and tosses freezing snowballs straight down. Try to stay one step ahead of the giant and counter his attacks with diagonal Sheothwa shots.



Since you can't freeze the ice to reach the Frost Giant, you must rely on the power of the Sheothwa to make the giant fall. Avoid the giant's snowballs and hit it with diagonal shots.

MONASTERY WELL

By defeating the Frost Giant, you will earn the Wachhammer and the healing potion that will set things right at the monastery. Returning to the monastery, you must add the potion to the water supply.



Immediately after you defeat the Frost Giant, you will return to the monastery. There, the monks will tell that you have the healing potion and will assist you onto the complex grounds.



Explore the upper sections of the monastery on both sides of the complex. On the west side, you'll find 50 gold you can. On the east side, you'll discover leather armor.



The monastery well is in the middle of the complex. By climbing down into the well, you will enter the waterwork deep area, the only route to the monastery's water supply.

CATACOMB DUNGEON

The level of difficulty increases as you enter the catacombs under the monastery. After you survive encounters with many vicious enemies, jump over a collection of wide gaps that for-

tune crumbling rocks at their edges and avoid countless floor spikes. You'll take on the Water Elemental. If you fail, you'll start again from the beginning of the dungeon. That's harsh!



In the northeast corner of the dungeon, you can push some of the blocking obstacles out of the way. When you reach the switch, you'll cause the spikes to sink, allowing southern access.



The path to the Shrap Metal scroll includes narrow sections with deadly drops and dangerous narrow obstacles. Move cautiously and stay away from the edge. You'll need a key to reach the scroll.



Once you've located a hole of three keys and the Shrap Metal scroll, you'll be able to reach the room that holds the Piece of Metal, the component required for a new Shrap Metal spell.



With the Shrap Metal spell, you can conjure the ball of metal that will fly your direction and explode in the direction of the switch on the far side of a spike barrier.

THE WATER ELEMENTAL

After you survive all of the wide gaps, evil creatures and spikes of the dungeon, you will take on the Water Elemental, a large mass of swirling liquid. Use the Freeze spell to stop the Elemental for a moment, then attack.



By using the Freeze spell, you can solidify and stop the Water Elemental for a short time. When the Elemental is in that state, use the Freeze spell to hit it.

CORANTHA IN TURMOIL

The monastery has a pure water supply once again, but its library is locked and the Dwarven High Priest, who has one of

the two required keys, is missing. Your journey takes you to Corantha in search of the priest and his key.



Arriving in Corantha, you will discover that the town is in turmoil and the High Priest has vanished. A citizen will give you the Speed scroll to help you in your search. Go east to Duskwood.



Duskwood is the Realm of the Duskers. By finding herbs in the nearby woods, you'll learn the herb that you need to activate the Speed scroll, which enables you to keep up with the Duskers.



Before you can meet with the Commander of the Duskers to discuss the whereabouts of the priest, you must run an obstacle course. Use the Speed scroll to go around trees, clockwise.



Your meeting with the Commander of the Duskers will become a battle. Use the Speed scroll to avoid the Commander's attacks and counter with arrows or Werhammer blows.



You'll find that the High Priest is a captive of the Duskers. In exploring the Duskers' city, you'll be able to locate a key that you need for a keyhole in the courtyard and learn of a plot in the marketplace.

DASHERS' SECRET BASE

Your journey takes you to the Dasher's Secret Base, where agents of England are scheming to steal the book from the

monastery. Travel east to a hedge maze in the woods, then go to the center of the maze to gain entrance to the base.



After you use the Sleep Metal scroll to get the key on the first floor, solve the tile puzzle to reach the second floor. That will give you access to the Morning Star and the fire scroll.



With the magic of the Fire scroll, you can burn through giant wells. Use that magic to gain access to the Dark Clerk in the area of the first floor.



Return to the southwestern section of the first floor and go east. After you collect the key in the northeastern section of base, enter the easternmost room. Then, you'll find the Lieutenant's Key.



Use the Lieutenant's Key to enter the Lieutenant's Chamber. With the power of the Fire Spell, you will be able to burn away the web in the chamber and move on to your battle with the Lieutenant.

OUTWIT THE LIEUTENANT

The leader of the Dasher's Base has the same fighting style as the Dasher Commander. For Dasher, neither is very fast, though the Lieutenant does have brief fits of speed. Use the Speed spell to avoid his attacks.



Raising the Speed spell, you will finally be able to avoid the Lieutenant's attacks. Look for an opening and swing in with a Morning Star hit or a cast from the Spiritbow.

CORANTHA

With the Library Key in hand, you will return to Corantha to discover that Ragloth's forces have blocked the only way to the monastery through a dangerous underground passage.



By talking to the priest in front of the temple, you'll discover that the forces of Ragloth have blocked the road to the monastery. Your only way there is through an underground passage.



You can enter the Corantha mines by climbing into the well. The well is a sliding trap and will catch you even if you're only just in the monastery.

CORANTHA MINES

The mines of Corantha are dangerous and quite difficult to navigate. You'll encounter many fierce enemies there, along

with clouds of poisonous gas and deadly holes. Your best bet is to get through the mines as quickly as possible to avoid enemies altogether.



After you collect the key in the southernmost area of the mines, make your way to the west side and start on your way to the northwest corner. As you go north, you'll encounter the first of many traps.



On your way up the western side of the mines, you'll come to a room that is filled with poisonous gas. Use the Speed spell to run along the same path as a sliding panel on the floor to open the door.



The dragon key will give you access to a room that contains the Magical Chest. The Golden Key you can acquire that powerful protection, you must fight a dragon's guard.



The secret-like vaults near the center of the mine feature a collection of traps and hazards. When you clear the mine, you'll be able to collect the key to the chamber of the Dwarf King.



DEFEAT THE DWARF KING

The dwarves' leader of the Corantha Mines will put up a good fight. His attacks are sharp and strong. Use the Speed spell to avoid contact with the king or bear you can stand against his attacks with the Morning Star.



Use speed and power to combat the Dwarf King. When you defeat him, you'll earn passage out of the mines and possession of the Magic Dwarven Sword.

RAGLOTH ESCAPES

After you survive the dangers of the Corantha Mines, you'll make your way to the monastery where Ragloth awaits your arrival. When you confront the villain, he will escape with the ancient book.



The monastery will face a larger north face (meaning that a person can enter a trap). It's the work of Ragloth. The villain will appear heavily that make his escape.



Ragloth has a strong knowledge of magic and the value of magical artifacts. He the ancient book in the monastery. He will stop at nothing to possess it.

✠ RAGLOTH'S AIRSHIP ✠

With the help of a fellow warrior, you will be able to infiltrate Ragloth's airship so that you can crack down Ragloth and regain

possession of the book. While the airship does not feature the deadly drops of some dungeons, it is still very dangerous.



The ship's engineers are located in locking cells. You'll learn that the chief engineer has important information that will help you reach Ragloth. Search for him in the four corners of the ship.



You may have been able to get away without collecting every key and opening every door in some areas, but navigation of the airship requires that you find all door-opening devices.



You'll finally find Mookie, the chief engineer in the final cell that you unlock. He'll have information about how to fix the security laser fence. Use that information to ingo-gate the control room.



By ingo-gating through the control room, you will be able to reach the main power switch and gain access to Ragloth's chamber. The final battle awaits.

✠ FINAL BATTLE ✠

You've come a long way. The villain, Ragloth, is all that stands between you and redemption. To defeat him, you must use all of the warrior's skills that you have developed and the strength of your most powerful spells. Be evasive and hit him hard.



As has been the case in your other battles with enemy leaders, the Speed spell is very useful. Use it to get away from Ragloth quickly, then use offensive spells to weaken him.



When you cross around Ragloth quickly, you should be able to hit him from behind. Use your most powerful weapon and create an attack his weak areas until he lights no more.

✠ THE END? ✠

With Ragloth out of the picture, you will return to Doris with the book in hand. But the battle will continue. Be prepared for a plot twist and more fighting.



Returning to Doris, you will be in for a new revelation that dovetails with the destruction of Doris and Alliance. One final logic will determine the outcome of that relationship.

✠ AN UNFORGIVING CHALLENGE ✠

The action-adventure companion to the Might and Magic series is very challenging in the way that defeat often comes quickly and without warning. Deadly drops, damaging attacks and a low supply of items make the game very difficult indeed. You must persist to be successful. ♣





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2

NINTENDO POWER

AWARDS NOMINATIONS



May We Have the Envelope, Please...

With the new millennium well under way, it's finally time to take a nostalgic look back at the games of 2000. The N64 saw the best releases of its long and fabled history last year—but which games are the best of the best? It was also the year that Game Boy Color really came into its own, and we need your help to pick out the greatest games from its massive catalog.

ON CARDS OR COMPUTERS, YOU MAKE THE CALL

We don't want to mess with disloyal clouds or the Supreme Court. To provide definitive winners for the 2000 Power Awards, Nintendo Power will give you two fool-proof ways to vote for your favorite games. Either send your favorite titles on the Power Poll Card ballot or go online to www.nintendopower.com. All winners will be announced in Volume 1.4.

TOP OF THE HEAP

BEST OVERALL GAME

There can be only one true winner, and we'll give you complete freedom to pick any game released in 2000 for either platform. Will it be an N64 masterpiece like *The Legend of Zelda: Majora's Mask*, or will *Boktai* smother the competition? Pick five winners from the game list on page 90 then write their numbers in ranking order in the spaces pgs. 92-97 on the Power Poll Card ballot.

BEST STORY

A compelling story can cast a spell on you, immersing you in an alternate universe for hours on end. This year's nominees have stories that range from intergalactic warfairs to a standard animal revenge plot. Which of them keeps you riveted to the screen?

1. Banjo-Toole (N64)
2. Indiana Jones and the Infernal Machine (N64)
3. Harvest Moon 2 (Game Boy)
4. The Legend of Zelda: Majora's Mask (N64)
5. Metal Gear Solid (Game Boy)
6. Ogre Battle 64: Person of Lordly Caliber (N64)
7. Perfect Dark (N64)
8. Starcraft 64 (N64)
9. The World Is Not Enough (N64)

BETTER MOUSETRAPS

MOST INNOVATIVE

The nominees in the following category bring something new to their respective platforms this year. In some cases, it's a new twist on a tried-and-true genre, like Perfect Dark in other cases, it's a brand-new idea at the core of a game, as in Hey You, Pikachu! Which one's yours?

1. Excitebike 64 (N64)
2. Hey You, Pikachu! (N64)
3. The Legend of Zelda: Majora's Mask (N64)
4. Metal Gear Solid (Game Boy)
5. Perfect Dark (N64)
6. Rush 2049 (N64)
7. Star Wars: Episode I - Battle for Naboo (N64)
8. Tony Hawk's Pro Skater (N64)
9. Warlockd (Game Boy)



HIGH-SCORING SCORES

BEST MUSIC

As with a movie score, the best kind of game music blends together perfectly with the action on screen to enhance the player's experience. Music that might drive you crazy on an instructor can get your blood pumping when you have a Gladiator in your hand. Choose the game that strikes the right note!

1. Banjo Toole (N64)
2. Excitebike 64 (N64)
3. Indiana Jones and the Infernal Machine (N64)
4. Kirby 64: The Crystal Shards (N64)
5. The Legend of Zelda: Majora's Mask (N64)
6. Perfect Dark (N64)
7. Ridge Racer 64 (N64)
8. Star Wars: Episode I: Battle for Naboo (N64)
9. Tony Hawk's Pro Skater (N64)

BEST GRAPHICS

Everybody likes compelling game play and innovative design, but let's face it, looks count for a lot in the world of video games. Gamers often drool over the seductive polygonal curves in the latest racer or the hypsotic explorations that dress up a hot new shooter. Anything catch your eye?

1. Banjo-Toole (N64)
2. Disney Presents Tigger's Honey Hunt (N64)
3. Excitebike 64 (N64)
4. Perfect Dark (N64)
5. Ridge Racer 64 (N64)
6. Star Wars: Episode I: Battle for Naboo (N64)
7. Tomb Raider (Game Boy)
8. Turbo 3: Shadow of Orion (N64)
9. The World Is Not Enough (N64)



BLOCK-ROCKING BLEEPERS

BEST SOUND

Whether it's the spine-tingling rumble of a V8 engine or the piercing shriek of a cartoon animal, high-quality sound is in high demand. Many games make a lot of noise, but few are truly atmospheric in their attempts at audio authenticity. Pick up your ears and pick from the following titles.

1. Banjo-Tooie (N64)
2. Indiana Jones and the Infernal Machine (N64)
3. The Legend of Zelda: Majora's Mask (N64)
4. Mickey's Speedway (N64)
5. Perfect Dark (N64)
6. Ready to Rumble, Round 2 (N64)
7. Ridge Racer 64 (N64)
8. Star Wars: Episode I Battle for Naboo (N64)
9. The World Is Not Enough (N64)

MIGHTY MINIS

BEST MINIGAME/MODE

If you think you're seeing double, don't bother rubbing your eyes. Many of the nominees for the previous category also got the nod for Best Minigame/Mode. Our gaming experts got out their microscopes to isolate the tiny triumphs that sometimes steal the show from the main attractions.

1. Banjo-Tooie: Mayor's Kickball (N64)
2. Banjo-Tooie: Sauce of Pain (N64)
3. Excitebike 64: Hill Climb (N64)
4. The Legend of Zelda: Majora's Mask: Beaver Brothers (N64)
5. Mario Party 2: "Lepede" Targets (N64)
6. Mario Tennis: Swinging Bowser Court (N64)
7. Perfect Dark: Cooperative Mode (N64)
8. Pokémon Stadium: Sushi-Go-Round (N64)
9. Rugrats in Paris: The Movie: Bumper Car Hockey (N64)



MAY WE HAVE YOUR SHORT ATTENTION SPAN?

BEST GAME PLAY VARIETY

Quantity over quality isn't necessarily a good thing, but a combination of quantity and quality is a great thing. The nominees for Best Game Play Variety stand out from more single-minded titles with their voluminous amounts of value-added game play. Pick the Pak with a paucity of possibilities.

1. Banjo-Tooie (N64)
2. Excitebike 64 (N64)
3. The Legend of Zelda: Majora's Mask (N64)
4. Mario Party 2 (N64)
5. Mario Tennis (N64)
6. Perfect Dark (N64)
7. Pokémon Stadium (N64)
8. Rugrats in Paris (N64)
9. Rush 2049 (N64)



FAST-TWITCH FURY

BEST ACTION GAME

Action titles led the charge for the video game industry by competing for pocket change in the arcade jungle. The battle has since shifted to consoles, and this year's nominees are battling it out to describe the fastest, flashiest leader of the new millennium. If you don't have the winner, start saving your quarters.

1. Perfect Dark (N64)
2. Army Men: Sarge's Heroes 2 (N64)
3. Kirby 64: The Crystal Shards (N64)
4. Looney Tunes: Duck Dodgers: Staring Party Duck (N64)
5. Tom and Jerry in Fists of Fury (N64)
6. Turk 180: Shadow of Oblivion (N64)
7. Vigilante 2: Second Offense (N64)
8. World of Warcraft (Game Boy)
9. The World Is Not Enough (N64)



GREATNESS WITHOUT GRASS STAINS



BEST SPORTS GAME

The year 2000 provided a wide world of sporting experiences that went well beyond the standard stims and griffling goofiness of yesteryear. Will the Hawk soar above the competition this time around, or will Mario serve up another ace? It's up to you, sports fans.

1. All-Star Baseball 2001 (N64)
2. Madden NFL 2001 (N64)
3. Mario Tennis (N64)
4. Mia Hamm Soccer 64 (N64)
5. NFL Blitz 2001 (N64)
6. NFL Quarterback Club (N64)
7. PGA European Tour (N64)
8. Tony Hawk's Pro Skater (N64)
9. WWE: No Mercy (N64)

PARTY PLATFORM



BEST MULTIPLAYER

With four Controller ports and no wiring, the N64 is a party waiting to happen. A microcaps of communal fun hit the store shelves in 2000, so it won't be easy to pick a winner. Whichever side you choose, you're bound to have a blast when you get together with your friends.

1. Banjo-Kazooie (N64)
2. Bomberman 64: The Second Attack (N64)
3. Excitebike 64 (N64)
4. Mario Tennis (N64)
5. Perfect Dark (N64)
6. Pokémon Puzzle League (N64)
7. Pokémon Stadium (N64)
8. Tom and Jerry in Boss of Fury (N64)
9. Twilight 2: Second Encounter (N64)

POK& BALLS V/S.PIKESTAFFS



BEST RPG/STRATEGY GAME

In one you haven't been paying attention, the food-pounded gorilla of role-playing games is now a coddly electric mouse—out a design or a wizard. We know all you dungeon masters out there won't roll over without a fight, but you shouldn't be handcuffed if the heavy favorite wins this category.

1. Dragon Warrior IV: The Final Chapter (Game Boy)
2. Harvest Moon 2 (Game Boy)
3. Heroes of Might and Magic (Game Boy)
4. Ogre Battle: The Legend of Lordy Calibur (N64)
5. Pokémon Gold and Silver (Game Boy)
6. Starcraft 64 (N64)
7. Warlock (Game Boy)
8. Warriors of Might and Magic (Game Boy)
9. Worms: Armageddon (N64)

WHITE LINE FEVER



BEST RACING GAME

There has never been a shortage of racing titles for the N64 or Game Boy, and there has never been a better year for excellent adrenaline-charged thrill time. 2000: If you have a need, for speed, here's rubber to the Player's Poll. Cast to make the checkered flag for your favorite racer.

1. Crusin' Exotica (N64)
2. Excitebike 64 (N64)
3. Hydro Thunder (N64)
4. Indy Boy (N64)
5. Mickey's Speedway USA (N64)
6. Ridge Racer 64 (N64)
7. Rush 2049 (N64)
8. South Park Rally (N64)
9. Stunt Racer 64 (N64)



THE GREAT UNKNOWN

BEST ADVENTURE GAME

The best adventure games create the illusion of limitless space and infinite possibilities. We're not naming names, but the title for best adventure game will probably come down to a battle between two high-profile 2000 releases. Bear with us while we try to link the prize to the most worthy nominee.

1. Banjo-Tooie (N64)
2. Bomberman 64: The Second Attack (N64)
3. Crystals (Game Boy)
4. Indiana Jones and the Infernal Machine (N64)
5. The Legend of Zelda: Majora's Mask (N64)
6. Metal Gear Solid (Game Boy)
7. Scooby Dool Classic: Creep Caperz (N64)
8. Spider-Man (N64)



GOTTA PICK ONLY ONE

BEST POKEMON GAME

With the release of no fewer than six new Pokemon-themed titles—seven if you count both Pokemon Gold and Silver—the prize to catch 'em all reached a fever pitch in 2000. Which of the nominees do you find superlative, and which should reside in the Poké Ball?

1. Hey You, Pikachu! (N64)
2. Pokemon Gold and Silver (Game Boy)
3. Pokemon Puzzle Challenge (Game Boy)
4. Pokemon Puzzle League (N64)
5. Pokemon Stadium (N64)
6. Pokemon Trading Card Game (Game Boy)



FREED FROM THEIR CELLS

BEST GAME BASED ON A CARTOON

Game licensing got loopy last year as many of your favorite cartoon characters showed up on your Game Boy and N64. We've put together a Saturday morning lineup of the best computerized conversions of animated animation. Which of them will get the highest ratings?

1. Disney Presents: Tigger's Honey Hunt (N64)
2. Disney's Donald Duck: Daisy Quackers (N64)
3. Disney's Tarzan (N64)
4. Looney Tunes Collector: Alert! (Game Boy)
5. Looney Tunes: Duck Dodgers: Striking Daffy Duck (N64)
6. Mickey's Speedway USA (N64)
7. Rugrats in Paris: The Movie (N64)
8. Scooby Dool Classic: Creep Caperz (N64)
9. Tom and Jerry in Halls of Fury (N64)



ENDEARING ENIGMAS

BEST PUZZLE GAME

Several diabolically delightful challenges won over the legions of puzzle fans with their perplexing piles of pins and polygons. Try to assemble a winner from the following list of mind-benders. You'll have to wait for two new issues of Nintendo Power to find out if you were right.

1. Bust-a-Move Millennium (Game Boy)
2. Dragon Dance (Game Boy)
3. Microsoft Puzzle Collection (Game Boy)
4. Magical Tetris Challenge (Game Boy)
5. Ms. Pac-Man: Maze Madness (N64)
6. Pokemon Puzzle Challenge (Game Boy)
7. Pokemon Puzzle League (N64)
8. Puchi Carat (Game Boy)
9. Rai! Attack (N64)



TOOLS OF THE TRADE

P COOLEST WEAPON/POWER-UP/MOVE

Realism is something that game developers often strive to achieve, but usually not when it comes to weapons and power-ups. Who wants a wimpy little machine gun when he can use alien technology to shoot through walls or transform into a demigod? Which of the following picks powers you up?

1. Banjo-Toolee: Clockwork Krazooie Eggs (N64)
2. Kirby 64: The Crystal Shards: Refrigerator Kirby (N64)
3. The Legend of Zelda: Majora's Mask: Fiara Deity's Mask (N64)
4. Perfect Dark: Foresight XR-20 (N64)
5. Perfect Dark: Laptop Gun (N64)
6. Spider-Man: Web Dome (N64)
7. Tom and Jerry in Fists of Fury: Branding Iron (N64)
8. Turck 3: Shadow of Oblivion: Vampire Gun (N64)
9. The World Is Not Enough: Watch Taser (N64)

THE GOOD, THE BAD AND THE EVEN BADDER

S BEST NEW VILLAIN

Things would get pretty boring if games had nothing but heroes in them. It's good to have some bad guys around, even when they force you to retreat a level or search for a better weapon or move. Hold your nose while you pick a winner from best of the worst.

1. Banjo-Toolee: Lord Woo Fak Fak (N64)
2. Banjo-Kazooie: Mingy, Jongo (N64)
3. The Legend of Zelda: Majora's Mask: Majora's Wrath (N64)
4. Mario Tennis: Wakuji (N64)
5. Perfect Dark: Hovercopter (N64)
6. Perfect Dark: Mt. Blonde (N64)
7. Pokémon: Gold and Silver: Rival (Game Boy)
8. Spider-Man: Venom (N64)
9. Turck 3: Shadow of Oblivion: Oblivion (N64)

ODDBALL OVERACHIEVERS

T STRANGEST NEW CHARACTER

It takes something special to stand out from the crowd of bizarre characters in the Nintendo universe. Last year's nominees came from all walks of life—or simulated life—but they all share a willingness to defy the game in their appearance and/or actions.

1. Banjo-Toolee: Humbug Wumba (N64)
2. Bomberman 64: The Second Attack: Tommy (N64)
3. The Legend of Zelda: Majora's Mask: Tingie (N64)
4. Mario Tennis: Wakuji (N64)
5. Perfect Dark: Dr. Carol (N64)
6. Pokémon: Gold and Silver: Shelton/Entei/Suicune (Game Boy)
7. Pokémon Triforce: Card Game: Inkakun? (Game Boy)
8. South Park Rally: Saddam Hussein (N64)
9. Tony Hawk's Pro Skater: Officer Dick (N64)

LOST IN THE SHUFFLE

U MOST OVERLOOKED GAME

Despite good reviews and superior game play, many worthy games disappear on store shelves every year. There is a surprising number of well-known names among the nominees, but many games simply took a pass on them. Would you put any of the following games at the top of the list?

1. Canyon Racer (Game Boy)
2. Disney Presents: Tigger's Honey Hunt (N64)
3. Mr. Pac-Man: Maze Madness (N64)
4. Puchi-Cyber (Game Boy)
5. Ridge Racer 64 (N64)
6. Strife 64 (N64)
7. Tom and Jerry in Fists of Fury (N64)
8. Torque Racer (Game Boy)
9. Wars: Armageddon (N64)



SWEET RIDES

COOLEST VEHICLE

Your mom's brown minivan is fine for a trip to the grocery, but it may not be your choice for a bombing run over Nahoon. Pick your favorite tricked-out ride from our list of nominees. The only required qualification is coolness. Don't worry about handling.

1. Banjo-Toole: Washing Machine (N64)
2. Crus'n Exotica Forklift (N64)
3. Perfect Dark Hovercrafter (N64)
4. Ridge Racer 64: Blinky the Pac Man Ghost (N64)
5. Ridge Racer 64: Galago Ship/Car (N64)
6. Rush 2049: Winged Cars (N64)
7. Star Wars: Episode I Battle for Naboo: Naboo Bomber (N64)
8. Stunt Racer 64: Milk Truck (N64)
9. Vigilante 2: Second Offense: Grubb Dual Loader (N64)

WHAT'S IN A NAME? EVERYTHING!

MOST UNRULY OR ANNOYING GAME TITLE

Whatever happened to pithy game titles like "Toad" or "Astroblast"? Many of the games released in 2000 had titles that read like licensing contracts or high school research papers. Which of the nominated titles requires the most red ink?

1. Austin Powers: Welcome to My Underground Lair (Game Boy)
2. Battlezone 64: Rise of the Black Dogs (N64)
3. Disney's Donald Duck: "Goin' Quackers" (N64)
4. Kirby 64: The Crystal Shards (N64)
5. Looney Tunes: Duck Dodgers Starring Daffy Duck (N64)
6. Ogre Battle 64: Person of Lordly Caliber (N64)
7. Star Wars: Episode I Battle for Naboo (N64)
8. Walt Disney World Quest: Magical Racing Tour (Game Boy)
9. Walt Disney's The Jungle Book: Mowgli's Wild Adventure (Game Boy)



YOU AGAIN?

BEST SEQUEL

Unlike movie sequels, video game sequels are often better than the original efforts they spawned them. Did any of the nominees take a series to the next level or just deliver more of the same thing? Are you eager for another return visit for a breath of fresh air?

1. Army Men: Sarge's Heroes 2 (N64)
2. Banjo-Toole (N64)
3. The Legend of Zelda: Majora's Mask (N64)
4. Mario Party 2 (N64)
5. Pokémon: Gold and Silver (Game Boy)
6. Ready to Rumble: Round 2 (N64)
7. Rush 2049 (N64)
8. Star Wars: Episode I Battle for Naboo (N64)
9. Truck 3: Shadow of Oblivion (N64)

NAUGHTY BITS

GUILTIEST PLEASURE

We know that none of our readers would ever play a game for any reason other than the satisfaction of accomplishing the game's main objectives, but if you imagine what a less noble game enthusiast would do in some of the following games, then decide what the person would find enjoyable.

1. Banjo-Toole: Delving the War over enemies (N64)
2. Disney Presents: Roger's Honey Hunt: Peach Stick (N64)
3. Excitebike 64: Purposely ridding over the cliff (N64)
4. Hey You Pikachu: Kicking of Pikachu (N64)
5. Mario Tennis: Returning the ball into an opponent's face (N64)
6. Mickey's Greatest Hits: Volume 1: Roof Bear Tapper (N64)
7. Perfect Dark: Menacing (N64)
8. Pokémon Stadium: Baiting Magikarp (N64)
9. Rush 2049: Out of Control and spinning (N64)



CARTOON
NETWORK

SCOOBY-DOO!

Classic Creep Capers™

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ments are trademarks of Hanna-Barbera ©2000



FEELIN' GROOVY? GET ON THE CASE WITH THAT '70S SHOW.

Long before the X-Files surfaced, four meddling kids and their dog were cracking paranormal mysteries with just enough time to spare for on-the-job Scooby Snacking. The Scooby-Doo cartoons debuted over 30 years ago, and while the gang's groovy threads

might not have stood the test of time, their show certainly has. In THQ's Classic Creep Capers, Scooby, Shaggy, Velma, Fred and Daphne go ghost-boating to solve a Gerne Boy Color whodunit loosely based on the 1970 episode, "Nowhere to Hyde." Just like the show it was based on, Classic Creep Capers is filled with Shag and Scooby's burbling high jinks, Wilma's flyaway glasses, Fred's booby-trapping and Daphne's... well, Daphne's unique ability to get captured. Bah-hay—it looks like it's time to do some meddling.

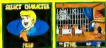


THOSE MEDDLING KIDS...

When the Mystery Machine spurs out of gas in front of Jekyll Laboratories, the gang stumbles upon the son of the original Dr. Jekyll. Like his father, the young Jekyll has taken to experimenting, and he fears his strag-egg Mr. Hyde (or perhaps the ghost of his dad) may be responsible for the recent rash of jewel heists.



BUILDING A MYSTERY



Press Select to change characters if an object and its name appear at the bottom of the screen, you can press A to interact without. Tap A while pushing the Control Pad toward the eye, mouth or hand icon to check look, speak, raise or grab objects from the B to view your inventory.

SHAGGY & SCOOBY

You can play as Fred, Daphne, Velma or the lovable Shaggy and Scooby. The premier comedy cast and fabled dog begin the mystery in front of Jekyll's mansion. Like the gang, you must fight the Lab Entrance.



FRED & DAPHNE

Each character's abilities are on the arena. Fred and Daphne can trap evil things for clues, appears in the inventory. Select the mystery name, play as either one of them when you hear the duct alarm. Whenever it rings, the ghost will trap across the spitters hallway.



BOOOOOOOO!



VELMA



The brains of the operation, Velma can spot a clue a mile away—no long as she hasn't lost her glasses. Velma's good at deciphering clues, but play as Fred or Daphne first.

Once Fred or Daphne sees the ghost of Mr. Hyde, follow him into the bathroom. Approach the toilet, then attract the hand icon. When you flush, Daphne will be teleported to the cellar.

CHAPTER ONE:

"IT'S A MYSTERY!"

They didn't nickname her "Danger-prone Daphne" for nothing. A flash of the toilet-turned-teleporter makes Daphne vanish. With Daphne missing in action, the Scooby Gang mounts a hunt for her mysterious captor.

1 BOOK 'EM, VELMA



To unlock the Lab entrance, you must purchase a code in The Kingdom. The symbols that appear in this mission are parts of the code. Velma can decipher the symbols if she has the book of poems from the library.

2 SYMBOLS DOWNSTAIRS



Only Velma can interpret the seven Symbols that unlock the Lab Entrance. Play as her and check the Symbol above the Mission Entrance, the Library door and behind the Mirror on the Kitchen Floor.

3 SYMBOLS UPSTAIRS



Upstairs, use Velma to check for two symbols above the paintings at the top of the stairs. Also check the symbol above the hall room door and in the bathroom under the Loozel behind the curtain.

4 UNLOCK THE LAB DOOR



Once Velma has checked all seven symbols, search for orange keys on the lab entrance. When you attach to the keypad, she'll punch in the code to open the locked door and start Chapter 2 of the game.

CHAPTER TWO:

"BOO'S CLUES!"

With the lab entrance unlocked, Fred sneaks in only to be captured by a robot guard that's a dead ringer for Shaggy. Meanwhile, Velma busy in the library, so do your snooping as Shaggy and Scooby!



1 FRED ENTERS THE LAB

You begin playing Chapter 2 as Fred, who has been thrown into a cell by a Shaggy look-alike. Fred can check a few things in his cell, but he won't be able to find a way out. Leave it to Shaggy and Scooby to do the work.

SHAGGY?

2 SHAGGY & SCOOBY ENTER LAB



Switch to Shaggy and Scooby, then enter the lab. When the cowardly robbers see the robo-Shaggy, they'll panic and flee—but not without forcing a plain Scooby the robot's look-alike here. Shaggy can disguise himself as a guard and walk into the lab.



3 FOLLOW THE SCENT OF FOOD



After you speak to Helga in her room next door to the bookstore, the next rooms into the store will be unlocked. You'll smell food in there, and when you approach the lab inside, you'll fall through a trapdoor.

5 THE MOVING LIBRARY



By pulling the levers, you will have opened the library, which is a giant elevator that rises to a secret room. All that movement will cause Velma to lose her glasses, and they're perfect for your disguise. Borrow her glasses, then grab the red book on the left to raise the room. When you exit, you'll enter the robot store you'll find a lab coat and key.

4 CHEESE AND ELECTRICITY



The trapdoor drops you into the cheese collar. Activate the robot, which will walk into the wall and activate the alarm. Use a stand to stage the cheese, then exit. Protect the tape in the counter. Two doors open from there, shut off the laser, then enter the secret lab next door. After using the table to repair the wires, turn the breaker back on, pull the levers, then go upstairs.

6 THE GLEANING LADY



The key from the store unlocks the lock box hidden under the pillow in Helga's room. You can't open the lockbox while Helga's around, so give the cleaning lady something to do to get her out of the room. Helga takes a nap, and you can make use of the laundry room in the basement. Aim yourself with the soap, then set it to the washer. Talk Helga about the detergent, then use the key to open the lockbox when the leaves.

CHAPTER THREE:

"CHEMO-SABOTAGE!"



The lockbox contains the final piece you need for your disguise—a fake mustache. When you approach the lab entrance, Shaggy will automatically throw on his disguise and wait into the building.

1 GETTING IN WITH THE GET-UP



The second door leads to the lab's cell. Peek inside to talk to Fred. Behind the first door is the real doctor's next where. Daphne is locked up. You can enter the room, but the robot won't let you grab the key that needs to be used to the mission to find a way to distract the Shaggy android.

2 KITCHEN PATROL



Enter Shaggy and Scooby's lair in the lair—the kitchen. Find the fridge for the sausage and the cabinet for the cow extract, then go to the dining room behind the northern clock room door. The robot guards are missing a leg, but the sausage should be able to solve the problem. Use, no kebab!



JUNKIES!

4 SHEDDING LIGHT ON THINGS



You're in the dark as to why the light you've nabbed can glow when it's not screwed into a fixture. We're can enlighten you, so you'll see in the library and show her the light. She'll explain that the bulb on the table in the yard must be remotely powering the light—as well as those pesky robot guards in the lab.

5 OR WHAT'S BEHIND DOOR NUMBER...



Whenever the light doesn't glow, the robot guards won't have power, either. Find the secret room by entering one of the lab doors marked 1, 2, 3 or 4. Remember the second door Scooby and Shaggy's dad—remember to what the kid told you, that's the door you should enter.

6 TRAPPING THE ROBOT



Revisit the mad scientist's room and grab the robot who's guarding the area. Not programmed to be the laziest, loopy sort, the robot will chase you to the dining room labeled 2, 3 and 4. Enter any door to reveal this sequence, then enter the second door that Shaggy ordered to trap the robot.



8 THE LOCKED MANSION DOORS



The key in the mad scientist's room unlocks two of the mansion's doors—the clock room door next to the kitchen and the upstairs room next to the lab's room. Behind the locked clock room door you'll find the pen you'll need to get down the bugs ingredients the mad scientist, equipped in the room next to the lab's room, you'll find the labator you'll need for the doctor's second request.

9 THE DOCTOR HAS A COW



Go to the mad scientist to give him the ingredient list. The doctor will then ask you to grab him the DNA extractor (using the labator, look up the bottle of cow extract so that it plays DNA extract). When you give it to the doctor, he'll use it and mutate the cow into a cow. When he awakens every morning, you'll be free to talk to Daphne.

3 TRY OUT THE FREEZER



Enter the first door next of the two doors marked 1, 2, 3 and 4. Prop the sausage into the freezer, then hit 5 to view your inventory. When you select the steak, you'll see the road wear to Fall it. Exit the door and use the repaired stool to reach the hallway lights. Unplug each light twice—once to turn it off and again to unscow it. You'll be able to keep the floor light you unscow.



7 DOCTOR'S ORDERS



With the guard out of your shaggy hair, go in the doctor's robot only in the key in the mad scientist's room. If you talk to her, he'll ask you to fetch the ingredients list for the skin doctor he's using on Daphne. Since Shaggy doesn't know what the real ingredient list is, he'll have to make up his own list. Bugby finding something to write on. You can use change an ingredient list if you do find her with the all over flowing water truck.



CHAPTER FOUR:

"JAILBREAK!"

Shaggy and Scooby must break Fred and Daphne out of the lab, but they'll need to figure out how to free them. Help the team and the library are off limits in Chapter 4, so poke around in the basement for items.

1 SCOOBY'S PEDICURE



The workshop in the basement has a key printer. When you use the printer, Scooby will transform his claw into the shape of a key. Take Scooby to the cell to help Fred's left-bottom out of jail.

2 FRED FREES DAPHNE



As Fred, enter the lab's room and fall through the trapdoor to reach the workshop. Grab the key that's stuck in the printer, then crawl to unlock Daphne from the mad scientist's operating table.

CHAPTER FIVE:

"THE PLAN!"

With the whole Scooby Gang back in action, Fred can devise one of his famous plans to trap the ghost. He'll ask each member to find an item for his trap. Once each team member has found the items, give it to Fred, who'll be waiting outside the mansion entrance.

1 VELMA SEARCHES THE LAB



Resourceful Fred needs a hint to solve the ghost. As Velma, search the lab room that you love the most in Chapter 3. Velma will be able to pry open the steel cabinet to find the net. Walk back to Fred and show him the item, then switch to Shaggy and Scooby.

2 SHAGGY & SCOOBY IN THE BASEMENT



Fred needs "something slippery" to trap the ghost. Switch from the washer and work. Add soap to the washer. Then use the towel (it will already be in your inventory) to work as the suds.

3 DAPHNE GETS A ROPE



The robot in the hallway is the final step Fred needs to catch the whole plan together. As Daphne, enter the ballroom and grab the rope hanging from the curtain on the right side of the dance floor.



CHAPTER SIX:

"FINALE!"

NR

Once Velma raises the block and drops the towel down the chute, the gang will catch the thieving villain in their usual lanky, convoluted way. Just like in a vintage episode of Scooby-Doo, the ghost would've gotten away with it, too, if it weren't for those meddling kids, their dog—and NR!



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Your Questions—Our Experts!



THE LEGEND OF ZELDA: MAJORA'S MASK

WHERE IS WOODFALL TEMPLE?

Woodfall is a poisoned bog adjacent to the swamp. You can access it through a cave to the right of the swamp waterfall. After Kepona Gabbers teaches you the

Song of Soaring to the left of the woodfall, use petal power to fly over to the Woodfall entrance. The temple will not be visible when you first enter the bog.

Negotiate the various traps and enemies until you reach a flag-strewn platform, then play the Sonata of Awakening to make the temple rise from the water.



The Sonata of Awakening is the key to finding Woodfall Temple. A monkey will teach you the tune after you save him from the Deku King.



Mud Scrabs and Hippoes guard things like and stumps that lead to the platforms. Use bubble attacks to knock them out.



Stand on the platform with a Deku Tree on it, then, as a Deku, play the Sonata of Awakening to make the temple appear.

HOW DO I DEFEAT THE FROG RIDING THE TURTLE?



The Boss Key in Woodfall Temple is protected by a strange and deadly duo: a crooked frog riding on the back of a Snapper. The attackers will ricochet around the

rooms until you unseat the frog. Dive into a Deku Flower then time your leap so you'll shoot out when the Snapper is above you. While the Snapper struggles

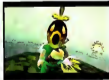
to right itself, remove your Deku Mask then target the frog on the ceiling with your Hero's Bow. Repeat the process three times to defeat them.



It's impossible to defeat the frog while it rides on the Snapper's shell. Pop out of a Deku Flower to unseat the frog.



Quickly remove your Deku Mask, then target the frog as it crawls across the ceiling. You'll have only a few moments to get a shot off!



After you've hit the frog, the creature will immediately jump back on the Snapper. Put your Deku Mask back on before they can attack again.

WHERE ARE THE CHEATO PAGES IN GLITTER GULCH MINE?

As in all of the worlds in *Banjo-Tooie*, there are three Cheato Pages in Glitter Gulch Mine. One of them is on a bear



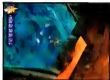
Once you've looted the Springy Soap Shoes mine, you can leap to the Cheato Page.

above the mine entrance, but you won't be able to reach it until you learn the Springy Soap Shoes move in Terrydactylland. You'll



Canary Mary will give you a Jiggy if you defeat her once, then a Cheato page if you win twice.

win the second page by drenching Canary Mary in a race twice. The third page is on top of a tank in Water Storage.



Climb to the top of a tank in Water Storage to find the third Cheato Page.

HOW DO I WIN THE CACTUS BELL JIGGY?

You should have exactly two pounding attacks at your disposal by the time you reach the Cactus Bell in Windyworld: the



It's probably best to use and fire a Grenade Egg as the first step toward ringing the bell. You'll have limited time to complete the process.

Bill Drill and the Beak Buster. You'll need three attacks to knock the hammer all the way to the bell at the top of the pole. It's a



Stand on the pad at the base of the Cactus Bell than switch to Bill Drill and a Beak Buster in whatever order you prefer.

good thing you've also got some Grenade Eggs. Blast the starburst pad then use the two moves to ring the bell for a Jiggy.



If you complete all three as fast as you can, the bell will ring. Climb to the top of the pole to claim your Jiggy.

WHAT'S THE BEST WAY TO DEFEAT LORD WOO FAK FAK?

You can easily defeat the cranky lord of the deep if you follow a few simple rules. Most importantly, you should transform



Lord Woo Fak Fak fires a powerful blast from his glowing topknot. Keep moving to stay safe.

into a *Schwarine* for the battle. You can beat him as Banjo and Kazooie, but it isn't required—and it's relatively difficult.



The glowing ball targets can be dodged. Take a few shots then move around for another pass.

Keep moving and stay above him while you fire torpedoes at his glowing balls and eyes. Try to remain in aiming mode.



After you've hit six balls, he'll open his eyes to see you/actor. Shoot them six times to win.

HOW DO I DEFEAT THE HUMANS IN THE SAND CANYONS?

Don't waste your time stationing a small army around the Giant Spider on the Sand Canyons level—your best defense

is to go on the offensive. Generate as many Warriors as you can—it's worth it to build an extra brawling pit—then

launch raids on the Human barracks. When the Humans can't generate more troops, they're easy to defeat.



Build two brawling pits and an arena carrier (see thousands of your warrior Goblin to gold-mining.



Generate Warriors as fast as you can. You'll be able to annihilate the Human barracks quickly.



These are three barracks to launch out: two in the southwest part of the map and one in the northwest part.



Search around a cliff to the north of the Human's base. You'll find the west side of the base unguarded.

WHAT'S THE BEST WAY TO COMPLETE BURNING BRIDGES?

Send your two preexisting Warriors up to attack a tower to the north of your base then have them dismantle the two

barracks. Create no fewer than four Skeletons then have them accompany a Goblin to the northwestern bridge. After

the bridge is repaired, have the Skeletons destroy the Dragon. Rescue Chief Zog then assemble troops for the big battle.



Humans will harass you until you destroy the two towers north of your base. Do it quickly.



You must sacrifice four Skeleton Archers to destroy the Dragon on the western bridge. It's worth it!



Clear out the northwestern castle before releasing Zog. Send him to the temple then start creating troops.



Once you have a sizable force of Warriors and Skeletons, repair the bridge then attack the Human's base.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call. Or write to: Counselors' Corner, P.O. Box 57033, Redmond, WA 98072-9733

In the USA Call: 1-800-288-0707

In Canada Call: 1-800-451-4400

US toll-free numbers. Callers under 18 need parental permission to call.

US toll-free numbers. Callers under 18 need parental permission to call.

Wario Land 3

- Q: When level do I go to next?
- A: Escape to the hidden Giga in the Temple in the North World. He'll tell you when to go.
- Q: Does it matter what time of day it is when I enter a level?
- A: Yes. You need to catch the Saddle when levels if you enter them at the wrong time of day.
- Q: Do I get anything for beating all the levels?
- A: Yes. You'll unlock a New Attack Mode.

WWF: No Mercy

- Q: Can I create my own Wrestlers?
- A: Yes, you create them in the Sandbox mode.
- Q: How do I grab a weapon from the crowd?
- A: Stand next to the crowd, press the Control Pad toward in then press the left C-button.
- Q: How do I perform a contest?
- A: Press the B-button at the exact moment your opponent attacks you.

Vigilante 8: Second Offense

- Q: My car is aggro'd down. How do I flip it over?
- A: Move the Control Stick to the left and right until the car racks itself onto its wheels.
- Q: How do I execute a "Whammy"?
- A: Hit an opponent with two weapons at the same time. The Medicine Gun cannot be used as one of the weapons.

GAME BOY a GOGO

GEAR UP WITH OUR
GRAB BAG OF GROOVY
GAME BOY GAMES!

THIS MONTH

- **Snoopy Tennis**
- **Disney's 102 Dalmatians: Peppies to the Rescue**
- **Ultimate Fighting Championship**
- **Disney's The Lion King: Simba's Mighty Adventure**
- **Inspector Gadget: Operation Mad Kastle**
- **Dexter's Laboratory: Robot Rampage**
- **SpongeBob SquarePants: Legend of the Lost Spatula**
- **Formula One 2000**
- **Tech Deck Skateboarding**
- **LEGO Island 2: The Brickster's Revenge**
- **Tiny Toon Adventures: Dexter Saves the Day**



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HAPPINESS IS A SMASH ACE

After 50 years in the funny pages, Charles Schulz's beloved Peanuts gang debuts on Game Boy Color to deliver service with a smile on the tennis court. Infogrames' two-player Snoopy Tennis rises a racket, hitting hard with a high-strung, high-speed slantless smasher the plucky beagle, Charlie Brown, Woodstock, Linus and eight other Peanuts garden-grammers. The ping-ponging game play rages hotter than Lucy's temper and—Good grief!—the action can get pretty fast. It's enough to make you feel like a blockhead, but hang in there. If there's one thing Charlie Brown's shown, it's that winning is never easy.



BEAGLE BATTLE

Unlike Mario Tennis for GBC, Snoopy Tennis doesn't serve up a story-driven adventure mode. Instead, 'Infogrames' fast and furious tennis game emphasizes pure, sporting fun and arcade-style action. Normal Mode is the basic way to play.



Normal

The basic rules of tennis apply in Normal Mode. To serve the ball, tap it into the air by pressing A or B, then hit either button a second time. To return the ball, press A to slice it into a travel in a low-flying path. If you tap B up to hit the ball back, you'll lob the ball into a high-flying path. To give a/r a shot, double-tap A or B.

GOOD GRIEF, NICE SERVE

Though Lucy loves to junk the football away from Charlie when he's about to kick it, she won't try to smother his tennis ball when he's about to serve or return it. Still, the Peanuts gang has a lot of sneaky tricks in store—especially in Special Mode.



Special

In Special Mode, certain power-ups appear on the court. While keeping the ball in play, dash to a power-up and put a spin or trippin on the temporary boost of speed, power hitting or another sneaky wheezy that will help you smother a/clear in the court.



Pause

By rubbing the P power-up, you'll temporarily stop the ball in mid-air. Use the downtime to get yourself into position.



Crazy Ball

If you collect the stack of three tennis balls, you'll cause the ball to change its flight path in an unpredictable way.



Happy Returns

With the smiley face, you'll temporarily disable your rival's serve or she can't swing at the ball.



Reverse Direction

Avoid the green arrows. If you step on them, you'll reverse your controls as left/right and vice versa.



Power Hitting

To hit smashes, you'll need the lightning power-up. Strike it up to smother the ball with a boost of power.



Points Race

In Points Race Mode, you'll have one minute to rally and score as many points as you can. The trick to playing in points race is to follow up your serve with a killer return. Serve the ball into the far corner, then re-rabbit out of your rival's reach by slicing it to the opposite corner.

The Peanuts Ballery

At first, only the eight characters pictured below are available. To compete against and unlock the four remaining players, you must play the game in Championship Mode.



Snoopy

Serve ***
Speed ***
Stroke ***
Volley **



Franklin

Serve *
Speed **
Stroke **
Volley ***



Charlie Brown

Serve *
Speed ***
Stroke ***
Volley *



Sally

Serve ****
Speed ***
Stroke **
Volley **



Lucy

Serve **
Speed **
Stroke **
Volley ****



Peppermint Patty

Serve *
Speed ***
Stroke **
Volley **



Linas

Serve ***
Speed **
Stroke **
Volley ****



Schroeder

Serve ***
Speed **
Stroke **
Volley ****

Working for Peanuts



Depending on who you play in Championship Mode, you'll unlock certain characters and events. Only by winning the Championship as Snoopy will you unlock all four hidden events and the secret characters, Pig Die, Mounds, Boners and Woodstock.



Sudden Win

Putting the heat on, the Sudden Win scenario awards the match to the first player who can win by a spread of two games. Though a winner can emerge from Sudden Win after only a pair of games, it's more likely you'll be playing neck and neck in a more than match.



Squash

Normal tennis rules apply in Squash Mode, except that you can bounce the ball off the sidewalls that have been added to the court. Ricocheting the ball off a wall makes things doubly unpredictable, so try to return as many hits onto a wall as possible.



Championship

While Normal, Special, Points Race, Sudden Win and Squash are available to one or two players using The Game Laps, Cabinet, Championship Mode is a solo game only. The eight-match competition pits you against most of the Peanuts gang in wild locales like the Beach, Forest and Australia.



©1999 Disney

SEE SPOT RUN

If every dog has its day, then Disney's dalmatians have 102 of them in store in Activision's *Puppies to the Rescue*. Well, maybe the game won't keep you busy for 102 days in a row, but the side-scrolling platformer is surely worth spending some time with. Inspired by the Disney film, *Puppies to the Rescue* unleashes Domino and Oddball in 17 stages filled with fetching graphics and Cruella De Vil's evil toys and traps. The rusty dogsnipper has locked up the pups' 100 brothers and sisters along with their mother and father, and it's up to you to sniff out the key hidden in each area and unlock the cages to free all 102 canines.



MOMENTS OF PAWS

You can take either Domino or Oddball for a walk through each level to sniff out the hidden key and free the captured dalmatians in the pens. If you're a lucky dog and finish the game, you'll win two passwords that unlock a pair of hidden minigames.



Factory Floor

In each level, you must locate the key that unlocks the cages. Once you've finished the key, you must approach every cage in the area to free the imprisoned dalmatians. The number of cages you must find appears in the lower right corner of the screen. Level 1 contains eight.



Basement

The Basement is rigged with zappers that zap to electrical walls. The electricity spouts between the ceiling's plumbing and the ceiling and floor, so carefully cross them while their charge has died down to avoid getting a shock.



Inside Machinery

Your bark is definitely worse than your bite, so use it to stun enemies. If you hit the B button, you'll bark and all nearby enemies will temporarily freeze. Don't let your voice go to waste by getting past the robot guards, and work your way to the top-left corner where you'll find the key.



Cafeteria

The key floats in the top-left corner of the area, and you'll need to take a few elevator rides to reach it. Turn on the elevator elevators by flipping switches. The second switch you'll come across will activate the lift you'll need to ride.

The Bone Collector



Whenever an enemy catches you, you'll be stunned. You can be stunned five times in a row before you'll be incaptured. One part of your Paw Meter will turn red each time you're stunned. To fix your Paw Meter, collect the Bonus Bones in the level. A white line will restore part of your meter, while a gold Super Bone will restore all of it.



Baddie Brothers

Herzog and Jasper Baddie are part Level 5. One of the brothers holds the key, and it's always the second Baddie you defeat. Jump over the rolling barrels that tumble through the warehouse. This is always the second Baddie to barikade at first and starting his five times.



Shipping Room

Cymbal-shipping monkeys will try to flatten you in your way to find the key located in the Shipping Room. Escape their grasp and get a lift to out-of-reach spots by using the handrails once you've tripped their switch.



Garage

Cruella has locked up eight dalmatians in Level 7. To free them all, you'll need to ride an elevator that has been deactivated. To turn it on, head toward the roof where you'll find the elevator switch. Flip it on by hitting it.



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CRUISIN' FOR A BRUISIN'

Never about costumes, flashy entrances or backstage politics, the Ultimate Fighting Championship is about pure fighting, and it's bad to the bone. The average pay-per-view spectacle mixes multiple styles of fighting and martial arts, including kickboxing and Greco-Roman wrestling. All fights break out in the UFC's ultimate proving ground. While it seems like it would be a boon to be able to fight anywhere in the eight-sided ring, your freedom to roam also makes it difficult to land hits. Unless you're directly in line with your opponent, you'll be swinging at air. Fighting in the UFC is definitely a brutal experience.



FIGHT CLUB

Whether you like sweating holds, punching, kicking or a little bit of everything, you'll find the style you're looking for. UFC boasts eight of the sport's top contenders, including Fedor Stozko and middleweight champ, Tito Ortiz.



CHUCK LIDDELL
KICKBOXING
6'7" 189 LBS



BRENT JACKSON
FREESTYLE
5'8" 195 LBS



IVAN SARNO
FREESTYLE
6'0" 199 LBS



TITO ORTIZ
MIXED/MMA FIGHTING
6'2" 199 LBS



FRANK SHAMROCK
MIXED/MMA FIGHTING
5'11" 192 LBS



KEVIN SARAKORIAN
WRESTLING
5'10" 212 LBS



GUY MESROBIAN
MIXED/MMA FIGHTING
6'7" 199 LBS



Watchups

UFC features three difficulty levels. You can also change the skill level by giving your browser against a computer whose fighting style is the opposite of yours. The chosen fighting styles mix up the action, so you like able to bully a submission fighter with kickboxing moves as long as you can't stop a too-slow

NO HOLDS BARRED

Ultimate Fighting Championship Boas its gaming muscle with four different ways to settle a fight. Though the game is for one player only, the tough CPU fighter will give you plenty of punishment regardless of the mode you choose to bruise in.



Training

Big John's Training Mode will help you get a feel for 3-D fighting. Mixed combat only when you're lined up with your opponent at just the right distance. Big John's regimen will require you to land a specific blow five times in a row to succeed before he'll let you try out the next move.

Vs.

If you don't want to get too black and blue, use yourself into Vs. Mode. The single-fight mode allows you to choose your opponent. Try out Vs. Mode to see what type of moves work against each type of fighter.



Tournament

In Tournament Mode, you must pound out victory after victory in the qualifying rounds until you reach the Championship. Use a variety of moves in rapid succession to "link" your opponent against the chain-link fence. If you can escape a submission before two minutes run up, you'll win the match.



Survival

Survival Mode is a seven-round fight that pits you against all of the other Ultimate fighters in the game. If you can finish your view past all seven without losing, you'll have the Survival Championship title in your belt.



©2000 Disney

A MATTER OF PRIDE

Inspired by settings and scenes from Disney's animated film, *The Lion King*, and its made-for-video sequel, *The Lion King II: Simba's Pride*, Activision's platformer puts you on a 10-level journey to become king of the jungle. Playing as both a cub and an adult lion, you must clear the Pridelands for collectibles on side-scrolling levels and flee from stampeding animals in top-view chases. Piling on even more variety, developer Torus Games added four wild Timon and Pumbaa minigames, including a bug-catching romp and tennis rally. *Simba's Mighty Adventure* packs in floor-heard action, and all of it makes for a rip-roaring time.



THE MANE EVENT

During the lion's share of the game, Simba explores the African wilds in search of collectibles. Stars are among the most important items, since every 100 you collect will help you maintain the Circle of Life by earning you an extra lion.



Pounce on Zazu

Animals will bite you if you walk into them—even if you've scared them off by pressing Start to roar. Attack animals only by jumping on them. You also roost pounce on Zazu to talk to him at the end of the level. He'll lead where he's far from you. Pounce when he touches down.



The Waterhole

Crocodiles live in the streams you must cross. Use them as stepping-stones to cross the water, and be sure to jump on both only if for they've snapped their mouths shut. They'll hurt you if you're standing on them when they snap wide.



Elephant Graveyard

Avoid becoming a permanent resident of the Elephant Graveyard by dodging the swaying rotundas. The logs you walk along are also dangerous, since large spears cut off them. Carefully jump over the holes in the logs to avoid getting buried by the rotating logs.



Stampede

Level 4 is a chase level. Race toward the top of the screen dodging bushes and stampeding animals. Jump over the logs by hitting A, and follow the trail of Stars as you flee. If you pass a water, you won't be able to turn around to look at it, so avoid collecting too many on track.



Simba Finds Nala

In Levels 1 through 4, you'll play as young Simba. Beginning with Level 5, you'll play as adult Simba. While you'll be stronger, the enemies you encounter will be tougher, too. Most animals will require two pounces to defeat. Hop into the palm trees to hunt them down and find Nala.



Defeat Scar

In a battle the Crooked one is the roaring fire that's scorching the jungle, you must defeat the evil lion, Scar. The scorch takes place on an island surrounded by fire. To defeat him, repeatedly claw at his face until he backs off the edge of the arena and falls into the flames below.



Save Kiara

In the second chase level, you must race past the stampeding crocodiles to save your daughter, Kiara. You swim through the water and over the light brown islands, but you can't cross the dark brown land masses. Crocodiles with croc-are tough to avoid, too, so make a mad dash for any hole to open shipping bugs you spot in your path.

Bonus Games



In addition to playing as Simba, you'll also play as Timon or Pumbaa. You can play their minigames separately, or you can unlock them to the main adventure by collecting the *Two Animal Princess* that are hidden in each level. If you find them, you'll have a chance to win Stars by playing Pop Tennis, Bug Drop, Catch the Worms and Soccer Hero.



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GO, GO, GADGET!

Nearly 20 years after he set his telescoping, cybernetically enhanced legs in his cartoon TV series, Inspector Gadget is back on the case investigating Operation Mad Kactus. Old Selt's platformer showcases the bumbling, basic—and iconic—antics of the brain-blocked Sherlock and all his classic gizmos, like helicopter blades that pop out of his hat, a kite that sprout on his feet when he slides down slopes and an inflatable trench coat that puffs up in water. He's been engineered with almost everything he'll need to crack the case. Too bad they couldn't give him a clue, too. But that's where the character-switching fun of playing as niece Penny and her dog Brain comes in.



DR. CLAW'S MAD PLAN

The evil Dr. Claw has been terrorizing customers of the suspicious Happy Kactus Company on Awo-o-hoo Island. Subotega his plan with the help of Gadget, Penny and Brain. Hit Select while standing on land to choose and change your character.

The Beach



Exit Arrows

The red arrows point to the exit. Reach it by playing as all three characters. Only Gadget carries his special control options, like the Rubber Arrow. Brain is the expert at double jumping, and only Penny can cower underwayer and hack into computers. Use her to slide to the Rubber Arrow supply to the left of the start.



Life Bonus

Hidden in every level is one Life Bonus. The 1-ups are usually tricky to find and collect, and the bonus in World 1-1 is tucked far at the other end of a narrow tunnel. Brain is the only character who can squeeze into tight passages, so play as the dog to get your paws on the prize.

The Jungle



Floor Panels

Flashing white panels on the floor will activate secret air bases if you jump on them. Hop onto the floor panel in World 1-2 to summon a Life Bonus. The 1-up will appear high in the skywalks above, so use Brain to double-jump to it.



Hidden Platforms

Flashing floor panels can also activate floating platforms or lifts. The platforms are often the only way to reach the exit, so make sure that you've jumped on every floor panel in the area.

Question Marks



Inspector Gadget isn't the sharpest detective out there, so he'll need some helpful hints on his meep-ah. One of those will find you on the mysterious location. In this world level, while the ground is mostly dirt but the landscape will supply you with more, possible items. Jump or walk into a question mark to find out what you need to do next.

The Reservoirs



Accessing the Minigame

As Penny, dive into the pond and swim to the underwater computer with the question mark on its screen. By activating it, you'll play the electrical current minigame. Before the time expires, pace through the circuit segments to connect the two electrodes. When you've bridged them together, hit Select.

The Plasma Heart



Helicopter Gadgetbonus

In World 2-3, the water level rises to fill the Lower Jump from platform to platform to reach the exit at the top of the tower before the Flood swallows you. Begin your escape as Brain, since he can jump the highest. Zigzag your way to the flashing floor panels to activate the elevators that'll help you make a quick getaway.



When you reach a Helicopter power-up, switch characters and play as Inspector Gadget. Fire up your Helicopter on the Character Select Menu. Dig down as high as you can. When your Helicopter power-up options run, switch back to Brain and jump your way to the top until you find another Helicopter power-up.



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SMALL-FRY SCI-FI

As the Cartoon Network's resident boy genius, Dexter uses about half his brain power tinkering with new inventions and the other half outsmarting pests like his sister. In Bay Area Multimedia's *Robot Rampage*, Dexter isn't rolling with Doc Doa. Instead he's battling antimatterival Mandark, who's taken over Dexter's secret lab and hidden the control codes that operate his nifty-guy robots. As Dexter, you must ride elevators and escalators securing the lab floor by floor. If the concept sounds familiar, it's because Tatsuo loaned the rights to its '80s arcade classic, *Elevator Action*, and BAM! he's turned the fiv into a smart, fun thriller perfectly suited for a goofy bratsiac like Dexter.



ELEVATOR ACTION

It's hard enough that Dexter must keep his high-tech lab a secret from his parents. Keeping it safe from Mandark is even tougher. At least Dexter can save the day looking smoozy dressed in one of two robot suits or his usual lab getup.



Stage 1 - Collect Codes

The 1st area you need to collect are hidden behind some of the red doors. You can ride inside or on top of an elevator (just don't ride it to the ceiling) to reach the different floors. You can also jump down an elevator shaft! You'll land safely if you fall no more than two floors.



Stage 2 - Collect Codes

The number of codes you must collect appears in the center of your status bar at the top of the screen. If you reach the end of the level before finding all of the codes, you'll teleport to the door that controls the code.



Stage 3 - Collect Keys

In Stage 3, you must probe the hidden keys. Like the codes, they're hidden behind the red doors marked with a picture of a flask. Explore the entire area by riding the escalators. To board one, stand on the white stripe on the floor at the foot of it, then press the Control Pad in the direction you want to go.



Along the way, you'll also pass by red doors marked with a picture of a remote control. Defeat those doors as weapons. Enter the doors like you board an escalator—by standing on the white floor stripe pointed at the foot of it. Behind the door, you'll recover a health refill or a random weapon, like a new blaster or bombs.

Red Warp Chutes



Some rooms are completely sealed off from the rest of Dexter's Laboratory. To reach the enclosed areas, you must hop into a red chute. The chutes will transport you to other chutes, and they're usually your ticket to Robot Rampage's more chaotic items and enemies.



Stage 4 - Collect Discs

Quick or jump to avoid a robot's attack. Robots will pop out of the blue doors and follow you down the hall. They'll often hitch a ride on an elevator or escalator, so strike out the elevator shaft or stairwells to ambush them.



When you're in an elevator, you can control where it goes by pushing Up or Down on the Control Pad. You can also jump or shoot across an empty elevator shaft to attack mechanical monsters that are stationed on the other side.



©2000 Nike Interactive

START YOUR ENGINES

Officially licensed to drive with F-1 tracks, cars and drivers, Formula One 2000 burns rubber all over the globe, taking you to Monaco, Montreal, Indianapolis and other pit stops on the worldwide racing circuit. Take 24 days as the race rolls out the sun game play, allowing you to go under the hood to reset your car to your liking. In the garage, you can adjust your ride's gear ratio, tires and fuel capacity. On the road, you must deal with real drivers, weather conditions and twists and turns that could send your car into a spinout. Aimed to please F-1 fans, Formula One 2000 provides a user-friendly ride that even casual race fans can enjoy.



ROAD TRIP

You can drive a manual or automatic transmission. While an automatic is easier to drive, a stick will give you greater control around corners since you can downshift. Take a few spins using both setups to see what suits you.



Quick Race

If you don't want to waste a second refueling, you need for speed, pull into the Quick Race. The single race mode allows you to compete in the race of your choice with minimal setup.



Championship

Practice

In Championship Mode, you'll race in the F-1 circuit that takes you to the international raceways. For each stop on the circuit, you can get a feel for the course without competing for rank by entering around in a Practice Race.



Qualifying

The first important race of Championship Mode is the Qualifying Race. How well you perform determines your starting position on the course when you race in the Grand Prix.



Grand Prix

If you've won the Qualifying Race, you'll start in the pole position. If you finished behind someone, you'll start somewhere else in the pack of 22 racers. Playing catch-up, though, isn't very hard if you can master overtaking rivals on outside corners.

Circuits

France - Magny-Cours



After familiarizing yourself with a course by racing through a few Practice Races, go to the Setup and reset your vehicle so it can handle the conditions. In the French course, you'll have hairpin turns to conquer, so use soft tires.

Japan - Suzuka



Experiment with your car's front and rear wings. Lower your wings to maximize your speed for corners that have plenty of straightaways and only a few tight turns. If you need a little more braking power, raise your wings.

Monaco - Monte Carlo



Your car's gear ratio affects your acceleration. The shorter your gear ratio is, the faster you'll be able to accelerate and the longer it'll take for your brakes to respond. Lengthen your gear ratio if braking power and control are making or cost too much recovering from a slow-down.



CAN YOU DIGIT?

All fingers on deck! Tech Deck is the premier fingerboard manufacturer that almost single-handedly minimized skateboarding and popularized it into a stunt-based sport of manual dexterity, and Activision has brought the pocket-sized resolution to Game Boy Color. Tech Deck's hot toys boast real, licensed designs, and Tech Deck Skateboarding for GBC wheels out 60 decks done up with wicked designs that you must unlock by snagging all of the skateboards plotted in the course. Starting out tricks will extend your time limit, so you'll be able to have handfuls of fun riding the ramps.



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FINGER, TRICKIN' GOOD

The big names in skateboarding, like Birdhouse, have courses dedicated to them, and you can roll through the courses in a freestyle trick mode or in one of the timed skateboard collecting modes.

Free Play

If busting out tricks is what you're all for, you'll like the Free Play Mode. All courses are available for you to explore, and there's no time limit, so you'll be free to figure out the button combos that activate the stunts.



The Firm

The game's main mode of play takes you from course to course in search of the hidden decks. The Firm gives you 30 seconds to find each board. The map of the course that appears before the round will display the deck locations.



Zero

Many of the decks you must collect float high above the half-pipes. To grab them, you'll need run so you'll roll over the boards' shadow. When you catch 'em, your flight path will take you straight to the Tech Deck.



Flip

The time you have to collect decks decreases course by course. By the time you reach the Flip course, you'll have only 30 seconds to gather the boards. Use the ramps, rails and objects in the area to pull off tricks that earn you extra seconds.



Unlock Tech Decks



In each course, you'll compete in two rounds. Each round will feature more boards for you to collect. If you can grab all of the boards in a round before the time limit expires, you'll unlock one of the 60 secret Tech Decks based on an actual board design.

Birdhouse



On the Birdhouse course, fly high off the ramps and grab the rails to extend your time to the maximum of 90 seconds. You'll win a time bonus for every second that you clock off for scoring the first board, so keep the timer read out.

Toy Machine



Playing around at the Toy Machine course is for both child's play. The toy-themed park features a vert ramp and plenty of jumps. Use them to build enough speed to collect the decks that float high in the air.



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BUILDING BLOCK PARTY

While puzzle games have been the foundation of previous LEGO Game Boy games, LEGO Media's latest Pick is an all-out adventure. LEGO Island 2: The Brickster's Revenge continues the island's story that first unfolded on a PC game. In the GBC sequel, Brickster manages to escape his cell, and a newly deputized pizza delivery boy must track him down. The building blocks of adventure games—chasing up townspeople, recovering lost items for folks, wandering through dungeons and solving puzzles to unlock doors—make up the bulk of the game play, and the simplicity and fun toy world atmosphere make it the perfect outing for beginning explorers.



BRICKSTER'S ESCAPE

Delivering pizzas is far from an exciting job, but it takes a climactic turn when Pepper is sent to deliver a pizza to the Brickster in prison. Always a slippery one, Brickster pulls a fast one and breaks out of his cell.



On the Loose

With pizza in hand, head north across the docks to reach the Brickster's prison cell and deliver his food. After he escapes, head west from the barn side to the lake, then go south where Mack Brick will give you an order you to pursue the escaped convict.



Road Block

To stay close on the Brickster's tail, you must talk to the townspeople and help them out. At the road block, Big Ding tells you he needs a pickup. Visit the gas station to borrow a pickup from Buddy Stevens, then give it to Big. When he has the tool, he'll be able to open the road that the Brickster took to escape.



Danger Below

Beneath the surface of the island are dungeons. You can tumble into the ones by falling into a hole that will open up at key points during your adventure. Activate switches in the proper order and find keys in treasure chests to open the locked doors and confront new enemies.



Voyage to Adventure Island

The Brickster managed to escape in the lobster, and you must follow him to the next island. You don't have a way to fly there, so only water instead. Hop into the raft that's waiting for you at the docks at the south end of town.



Find Johnny

As a delivery boy, Pepper learned to find remote locations. As a deputy, Pepper will have to use those skills to hunt down razing people and objects that will help him get one step closer to finding the elusive Brickster.



In the Jungle

The Brickster loves to taunt Pepper. As long as you are receiving messages from the escapee, you'll know you're on the right track—even if you've traveled somewhere as far and exotic as the Jungle.



King's Castle

Like the LEGO toys, LEGO Island 2 features a large number of storybook environments. At the King's Castle, Pepper will enter a medieval world where he must prove that chivalry is alive and well.



Castle Maze

A man of action, Pepper must lead off one more serious pizza-bunching brickster, the Pizza Club. He'll also have to rely on his bricks, too, since LEGO Island 2. The Brickster's Revenge adds puzzle elements, like the Castle Maze, to the adventure.

Trading Cards



Hidden throughout the world, you explore and collect trading cards that feature characters of the various LEGO universes. Rank the cards you find on your travels to complete a full deck of 34. The cards you find are rare, so you might collect multiples of the same card. With the 64-bit enhanced cart, you can trade cards with a friend who also has the game.



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TINY TOON, BIG ACTION

With his friends captured by Montana Max, Buster Bunny must save the day and free his fellow Tiny Toons from Acme Acres' richest and meanest kid on the block. Conspiracy Entertainment's arcade-style rabbit romp, *Tiny Toon Adventures: Buster Saves the Day*, sends the rabbit on a rescue mission spanning 40 levels of enemy-popping action. From the classroom to Max's mansion, Buster must shoot ricocheting freezeballs at bouncing buddies and capture them before they defeat. The pinballing action sounds simple, but the multilevel arenas and wacky power-ups will keep your hare hearted and the fun level fast and frantic.



BUSTER MOVES

Each of the game's levels is set in a different location, and all 30 of them contain four stages each. To clear a stage, you must use your sole weapon, Buster's freezeball, to put all of the enemies on ice so you can safely capture them.



Ricochet Shots

Buster can jump up and pass through a solid floor to reach another platform, but he can't jump down or sideways to pass through a wall or floor. Even if you can't get close to an enemy, you can still blast it by using a ricochet shot. Buster's freezeball will bounce off the walls.



Deep Freeze

It takes a few seconds before your frozen enemies can move. They'll start to float when they're thrown out. Make sure enemies can't bother you during your pause by freezing as many enemies as the mouse as you can.



Snatch Them Up

After you've frozen an enemy, run up to it to collect it. If you're not fast enough, it will defeat and start bouncing around the area. To protect the deep freeze or transform moving targets into a flying duck, nab the clock power-up that temporarily stops time.



The Black Hole

If a black hole appears in the arena, it will spit out more enemies for you to freeze and pick up. Stay clear of the black holes, since it's difficult to predict when and where it will spit out enemies. Luckily, it will launch the enemies directly at you.

Spaceships



Always pilot the spaceship that lands against the floor. When you win one, it will turn into a helpful power-up. Use a Trip or Breaker that lets you invulnerable and allows you to run through solid walls. The power-ups disappear if you don't collect them quickly, so be quick like the bunny you are.



Super Buster

The spaceships turn into random power-ups, and one of the best ones you can get is the Super Buster, which will render you temporarily invincible. The Super Buster's shielding power is get totally ready for high-risk situations like enemies trapped in boardwalkers or on short platforms.



Returning Fire

Some enemies fire back at you, so be tight on your feet and ready to hop out of the way. Stay out of the range of projectile-launching enemies and freeze them using ricochet shots that you launch from a safe distance.



Robo-Tox

In the final stage, Max's Robo-Tox looks like it's part of the background scenery, but it's actually the enemy that you must attack. Dodge the freezeball it spits out and get it's eye, nose and mouth region. With your freezeballs until the health meter at the bottom of the screen empties out.

NOW PLAYING

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POKÉMON STADIUM 2

Gold and Silver gladiators go to battle.



The trade to be a Master Trainer continues, and *Pokémon Stadium 2* delivers everything a Pokéfan would want to see in a sequel. With stronger battles, better-looking graphics and a stadium full of extras, *Pokémon Stadium 2* is a pro's game that's tilted in favor of Pokémon insiders who play using the Transfer Pak (players can upload their personally trained characters from Pokémon Gold, Silver, Red, Blue and Yellow). If you opt to play using the game's trained Rental Pokémon, good luck, because they've defiantly been trained at a disadvantage to add an extra challenge.

New attacks, new Pokémon and new strategies enter the stadium, along with the game's exhaustive library of reference materials (every Pokémon chart

you'll ever need for all versions of the game are included). If all that doesn't keep you busy, you'll likely spend the rest of your time playing the 12 new minigames. Similar to *Mario Party*, the game lets you compete in the arcade-style games—like an Egg-catching competition and the *Furrt* wilyball match—to win coins, and *Stadium 2* allows you to transfer your winnings to Gold or Silver's Pokémon Game Corner.

COMMENTS: Oliver—The search option in the new Pokédex makes putting a team together much easier. Scott—Everything has been stepped up a notch in the second *Stadium* game—better graphics, more options and the inclusion of Gold and Silver Pokémon. For anyone who loves Pokémon, *Stadium 2* is a must-have. Jenna—If you think that Pokémon games are easy, this will change your mind. Professor Oak himself would have a tough time defeating the talented Trainers in *Stadium 2*.



- Nintendo 64, PlayStation 2
- 5 to 6 players simultaneously
- Needs PlayStation 2 for use with Pokémon Gold, Silver, Red, Blue and Yellow
- 12 minigames

WIN ★★★★★
RINGS ★★★★★
FUN ★★★★★
PLAY ★★★★★
BEST ★★★★★

EVERYONE ENJOYS IT!
E



AIDYN CHRONICLES: THE FIRST MAGE

3



Touted by THQ as the "first true RPG for the N64," *Aidyn Chronicles: The First Mage* mixes 3-D adventuring with spell casting, experience building and turn-based fighting. Since the fights break out in 3-D, you'll be able to move (within a cone of varying size depending on your character's ability) into a more strategic offensive or defensive position. Success in battle will help you hone your characters' unique skills, and your four party members will be able to improve and bolster them with the new abilities that they can learn from trainers they meet along the way.

Your journey sprawls over whopping—but graphically underwhelming—scapes of medieval settings. THQ's adventure is ambitious in size and vision, and

if you're a dedicated genre-willing to stick with a slowly unfolding mystery, you'll find a meaty adventure that valiantly fills the RPG void.

COMMENTS: Jenni—Too many of the characters talk like Yoda. Drew—RPG fans will lap this stuff up like unicorn tears from an arch feasting goblin. On the other hand, the clunky fighting system will make you long for a pair of dice and some graph paper. Chris—This game is worth more time than most gamers are going to give it. Adam—Experienced RPGers who can get past the first extremely painful hour or so will be pleasantly surprised by the depth and playability of *Aidyn*. This game is huge in size and hours of game play, but it has serious failings like the lack of a decent mapping system, the inability to select members of your party (the game chooses who leaves when a new member joins), singular graphics and unhelpful, uninteresting epics.



• THQ's Most

- 2004
- Game Boy Advance
- Best RPG
- Best RPG

4 of 10 reviewers
agreeable or a less

AGE ★★★★★
CRIT ★★★★★
PLAY ★★★★★
JUL ★★★★★
SUE ★★★★★

TEEN
T
Mild to Moderate
Violence

DISNEY'S THE LION KING: SIMBA'S MIGHTY ADVENTURE

4½

Activision takes you to where the wild things are.

In a jungle of countless GBC performers, Activision's expedition emerges as one of the kings. Sure to be a source of pride for developer Tera Games, *Simba's Mighty Adventure* roars with solid fun and tricky puzzling. The game features characters from both Disney's *The Lion King* and its made-for-video sequel, *Simba's Pride*, and you'll set out to tame the wild in search of collectibles as either young or adult Simba. While it may sound like another cookie-cutter platformer, *Simba's Mighty Adventure* does a bang-up job with the familiar GBC genre, revisiting it with moody laid-out levels and game play that actually rewards you for gathering up collectibles. Bonus: Timon and Pumbaa minigames, like their tennis or bug-catching

game, become available if you can chew your way to all five Acrobat Pieces hidden in a level. Other side extras include a two-player Game Link Tag Mode.

Simba's Mighty Adventure does falter at times in the play control department, since hopping onto trees requires you to poise onto the exact right spot. Aside from the game's occasional lack of finesse, it consistently delivers worthwhile thrills across all 10 levels of side-scrolling hazards and bed-eye view chaos.

COMMENTS: Jenni—The *Lion King* succeeds where other similar-themed platform games for GBC fail. It's a good-looking, engaging, light-hearted romp and nothing feels forced or out of place. Everything about the game works perfectly with the story line, style and atmosphere of the movies that inspired it. Jason—*Simba's Adventure* is a mighty hard to put down. The varied levels, peppy minigames and great papafrika make for a satisfying stay in the jungle.



• Activision's Most

- 4 of 10 reviewers
- Best Platformer
- Best Platformer
- Best Platformer

AGE ★★★★★
CRIT ★★★★★
PLAY ★★★★★
JUL ★★★★★
SUE ★★★★★

EVERYONE
E
Mild



SNOOPY TENNIS

You play a good game, Charlie Brown.

If Mario Tennis for GBC is Venus Williams, then Snoopy Tennis is Serena, because Infogrames' excellent grand slammer is as close as any real can get to matching its near-perfect game. The idyllic action in Snoopy Tennis is just good, and the ultra-realistic sound effects, lovable characters and game variations (like Squash, which allows you to ricochet the ball off the sidelines, and a mode that plays power-ups onto the court) round out a great package worth netting.

While it lacks the RPG and explore-and-adventure spirit that Mario Tennis put on the sport, Snoopy Tennis serves up equally hard-hitting tennis intensity that some would even argue is superior to



Mario. The controls are as smooth as Snoopy himself, and you'll need them to beat Charlie Brown, Lucy, Linus and the rest of the Peanuts characters who can play an all-out mean game. Sadly, Snoopy Tennis will likely be overshadowed by Mario Tennis, and more gamers will want only one tennis game. Snoopy Tennis is the perfect argument for getting two.

COMMENTS: *Andy*—It can't match the depth of Mario Tennis, but it's a fun game with solid sound effects and a polished finish. *Scott*—It's fun to see the Peanuts characters in a game, but why tennis? It'd reach rather than a dogfight with Snoopy piloting his Sopwith Camel against the Red Baron. Are you listening, Infogrames? *Drew*—Snoopy Tennis would be a good game even if the players were stick figures, but the presence of the beloved Peanuts characters gives a boost to the fun factor. *Chris*—I can see people enjoying this more than Mario Tennis—it's more challenging, and the various modes are more creative.

4½

GAME BOY ADVANCE



- Infogrames/THQ/GBC
- 1-2 players (split-screen play)
- GBC exclusive
- Game Link compatible
- 12 characters

AWY	★★★★
CRG	★★★★
MR	★★★★★
JL	★★★★★
MM	★★★★



MAGI-NATION

Only in your dreams can your Magi-Nation run this wild.

A collect-em-all RPG, Magi-Nation is an enchanting quest fashioned for teen gamers. Magi-Nation follows slacker hero Terry Jones into a fantasy world where his search for Dream Creatures soon turns nightmarish—and not just because he bears a frightening resemblance to a Badstreet Roy Burre and evil creatures lurk everywhere in the lush and beautifully illustrated worlds, and Terry must summon the creatures he's captured to battle them. Magi-Nation is firmly rooted in fantasy gaming and card dueling (Magi-Nation decks are already available), and the unique card battle system that allows you to draw different creatures one at a time for battle will make this auspicious debut from

Interactive Imagination a smart and appealing choice for older RPG fans and card game veterans.

COMMENTS: *Scott*—RPG players will enjoy the richness of the environments and the depth of the new world and its characters. It's not just a Pokémon rip-off. I can't wait for another installment. *Alan*—Beautiful. It's a ton of fun, extremely challenging and filled with secrets. It's the best RPG I've ever played on GBC. *Drew*—Magi-Nation is an RPG with a serene edge. Dude, you'll be amazed when you see its sweet graphics, but you may, like, suddenly realize that there's nothing new behind all the design and artwork. It's a decent game, though. *Jenni*—Aside from the great use of color, the game looks and plays like pretty much any other quest and RPG on GBC, while lacking the unfused charm of, say, Harvest Moon. *Oliver*—This is for those who think Pokémon is too cute. I enjoyed the humor and secrets I found throughout the game.

4

GAME BOY COLOR



- Interactive Imagination/3D Imagery
- 1 player
- GBC exclusive
- Over 60 creatures

AWY	★★★★★
CRG	★★★★
JL	★★★★
MR	★★★★★
MM	★★★★★





MICKY'S SPEEDWAY USA

Hang on to your mouse ears—it's gonna be a gooly ride.

3½

While it's supposed to be the counterpart to Mickey's Speedway USA for the N64, the GBC version of the game plays and feels more like a sequel to Rare's previous Disney driving game—Mickey's Racing Adventure for GBC.

Focusing on the N64 racer's power-ups and lengthy, snaking tracks, MSUSA for GBC works like a well-oiled machine thanks to its MRA mechanics. The action appears as a three-quarter view rather than a behind-the-car view, and being able to see your relative position to rival drivers and upcoming bends helps you gauge when and where you should activate the wacky power-ups you've snagged along the way. It would've been nice to be able to explore



COMMENTS: Chris—Rare released a similar Mickey game over a year ago that beat the tight, red sheen of this one. This has weak play control, which translates quickly into frustration. George—

It's fun, fresh and challenging with some pretty cool options, like a driving school that challenges you to complete a series of timed driving tests. Oliver—It has hints of RC Pro-Am (also from Rare) and offers more than your typical GBC racing game. Andy—I miss the extra bonuses that were found in Mickey's Racing Adventure, but the actual races are more exciting in this game.



- Nintendo 64, PlayStation
- 1 or 2 player, multiplayer only
- GBC emulator
- Nintendo Pak, GB Printer compatible

AMY ★★★★★

CHRIS ★★

GEORGE ★★★★★

JILL ★★★★★

OLIVER ★★★★★

ANDY ★★★★★

EVERETT

E
ESRB RATING



SCOOBY-DOO! CLASSIC CREEP CAPERS

Zinkst! Like, it's as good as a Scooby Snack.

3½

Successfully presenting everything that the N64 version of the Classic Creep Capers set out to do, Scooby Doo! for GBC provides a madcap mystery starring the Cartoon Network's gooviest deaths. Investigating a whodunnit as Shaggy (accompanied by Scooby), Velma, Fred or Daphne, you must wander from scene to scene in search of clues and ghost-busting items. Each of the characters is restricted to roaming certain parts of the haunted mansion and laboratory, so you must alternate characters and mix and match items to solve the caper. Devoid of jumping and running, the game's setup cleverly recreates the show in a fun format for players, and everything about it is charming—

using a sausage to repair a broken stool makes for far-out Scooby fun, and stumbling upon a corpse by fellow Harris Berbers fan, Speed Bagge, will have you shouting "jerkies!"

Aside from the jewel robbery the Scooby gang's investigating, the only crime in THQ's game is that it's massively short. Like a Scooby Snack, the game leaves you wanting more, and, hopefully, THQ will muddle with a multiplayer sequel.

COMMENTS: Andy—All the appeal of the N64 version, with none of the play control problems. Alan—It's reminiscent of Mantic Mission in game

play, style and feel. Oliver—It's like playing an episode of Scooby-Doo. It's too short, though—I wanted more mysteries to solve, Jill—Slow, boring. Too much talking—I hate "reading" games. Chris—This is one of the better Game Boy games I've played in a while. The puzzles are challenging, and the screen text is great. I hope that more of this genre is seen in the future.



- Single Player
- 1 player
- GBC emulator
- 4 playable characters

AMY ★★★★★

CHRIS ★★★★★

ALAN ★★★★★

JILL ★★★★★

OLIVER ★★★★★

ANDY ★★★★★

EVERETT

E
ESRB RATING



TECH DECK SKATEBOARDING

2½

Activision lets your fingers do the riding.

It seems like a strange idea: using your fingers to scoot around on a pocket-sized skateboard, bouncing off edges and other tricks off miniature halfpipes. If fingerboarding sounds funny, it's even funnier than the footing of a lefty skater when it's converted into a GBC game. In Activision's fingerboarding game licensed by Tech Deck—the foremost producer of the handy toys—you play as a disembodied fingertip. Really. When it's a video game, skateboarding feels exactly same whether it's a finger or person doing the riding, so most of the middle-fingered appeal of the toy sport is lost in Tech Deck Skateboarding. Besides, Tech Deck is no Tony Hawk's Pro Skater 2.



The goal of the game is to locate the Tech Deck's hidden on-street courses filled with baseballs, screwdrivers and other relatively giant items (the only things that give you any sense that you're playing a miniaturized sport). As the timer ticks down, you must bust out tricks—which pretty much look the same—to earn extra seconds. Startwork is a snap, however, since you can't fall down in the game (your hand can't exactly wipe out in real-life fingerboarding). In the end, Tech Deck Skateboarding isn't a bad skating session, but it sure seems a silly one.

COMMENTS: *Chris*—The play control is inaccurate and unresponsive. The game itself is incredibly boring. The only thing keeping this game alive is the idea of a finger riding around on a three-inch skateboard. That's funny. *Andy*—The play control is awkward, and, apparently, the designers don't know the difference between a Showe it and a Head Flip. Compared to Pro Skater 2, this game falls way short of par.

GAME BOY COLOR



- Activision's Multiplay
- 1-100%
- GBC EXCLUSIVE
- 50 Tech Decks

- ART ★★
 CHAR ★★
 GAME ★★
 IDEAS ★★
 MUSIC ★★
 STORY ★★



WARRIORS OF MIGHT AND MAGIC

2½

It might not be so magical after all.

Though the Might and Magic series has traditionally been a real-time strategy/role-playing game, 3DO has reworked Warriors into an action-adventure for the GBC. The end result is a slapdash adventure in the vein of Link's Awakening or a swordfight on the run like old-school Gauntlet, but it lacks the personality, soul and nonstop fun those types of sword-and-sorcery games usually offer. If you square really hard, you'll be able to see that your character is a warrior whom you must arm with a sword, bow, spell or other weapon to battle enemies roaming the dungeons. In reality, your biggest enemy is the sensitive play control, which makes it all too easy to fall off ledges (and you'll have to

restart the entire level). If you do make it across those decrepit gaps, you'll eventually find that the battles can be fast, fairly hoard and possibly entertaining.

COMMENTS: *Scott*—This game seems unfinished. The game play is very linear and is neither difficult nor interesting. *Scott*—I enjoyed the music, maps, enemies, weapons and bosses. Even the music seemed adventurous. On the flip side, your purchasing power is weak and the magic could have been more varied. *Drew*—It's a relatively bland sword-and-spells adventure. *George*—Where this game goes so terribly wrong is in its execution. The hit detection is downright bad, making much of the jumping and fighting portions frustrating. *Chris*—With inaccurate weapons and difficult jumping, the game is simply no fun. *Andy*—Even though there's practically zero margin for error, this game has a nostalgic charm that reminds me of gaming's good ol' days.

GAME BOY COLOR



- 3-DX Playable
- 1-100%
- GBC EXCLUSIVE

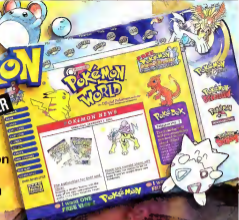
- ART ★★★★★
 CHAR ★★
 GAME ★★
 IDEAS ★★
 MUSIC ★★★★★
 STORY ★★★★★



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